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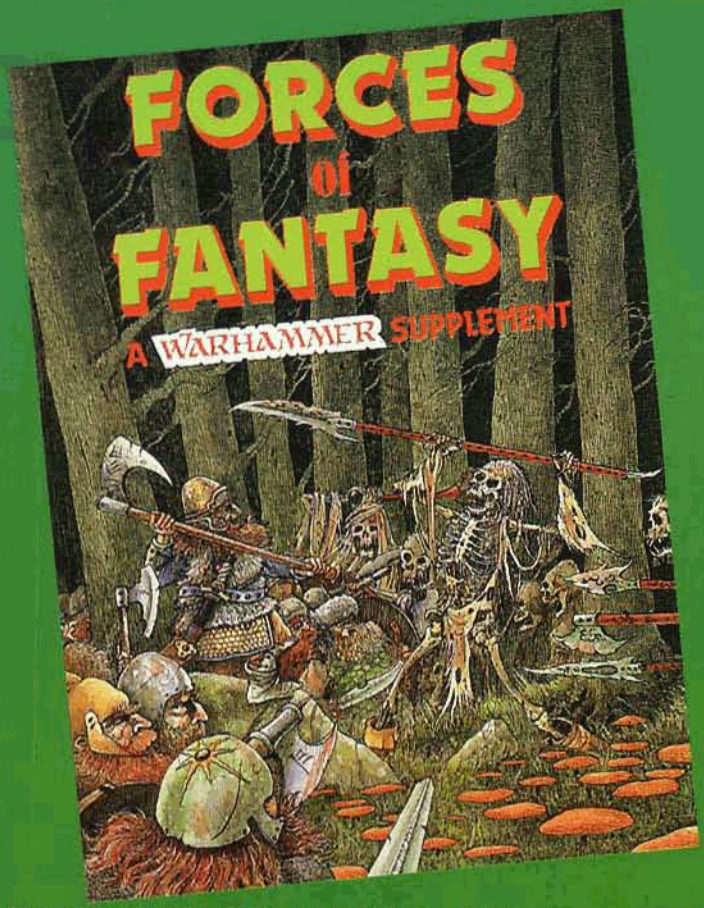

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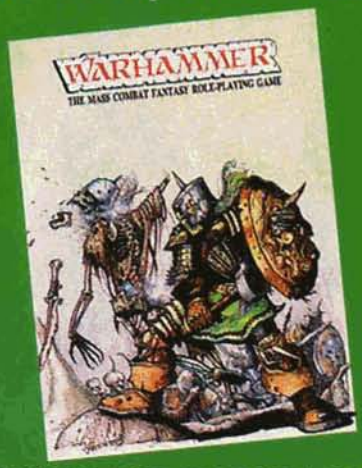

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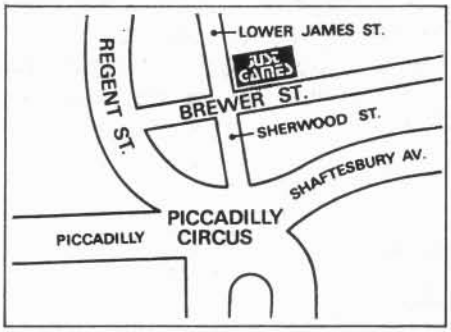

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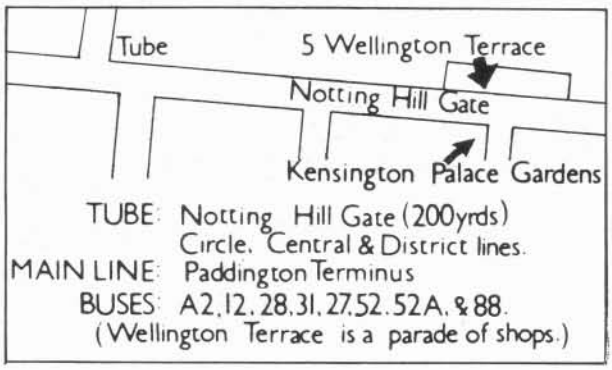

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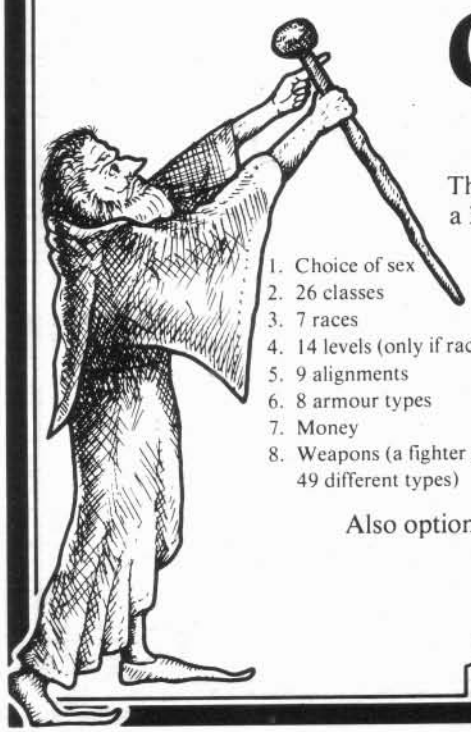

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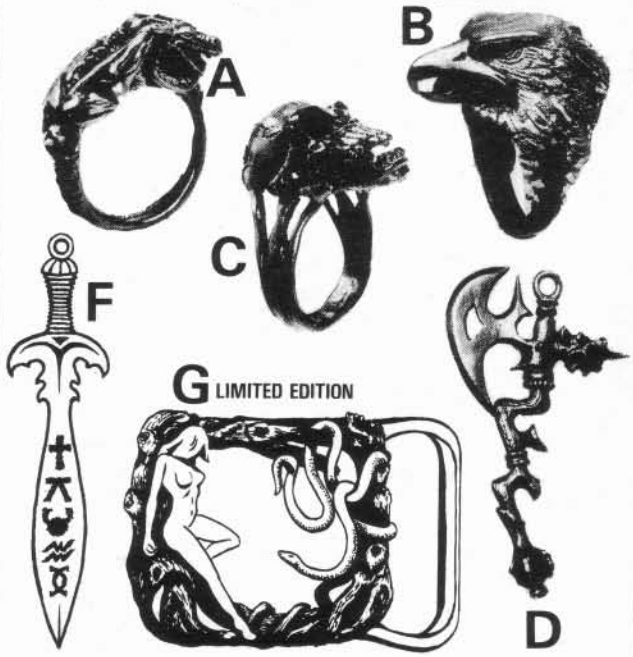

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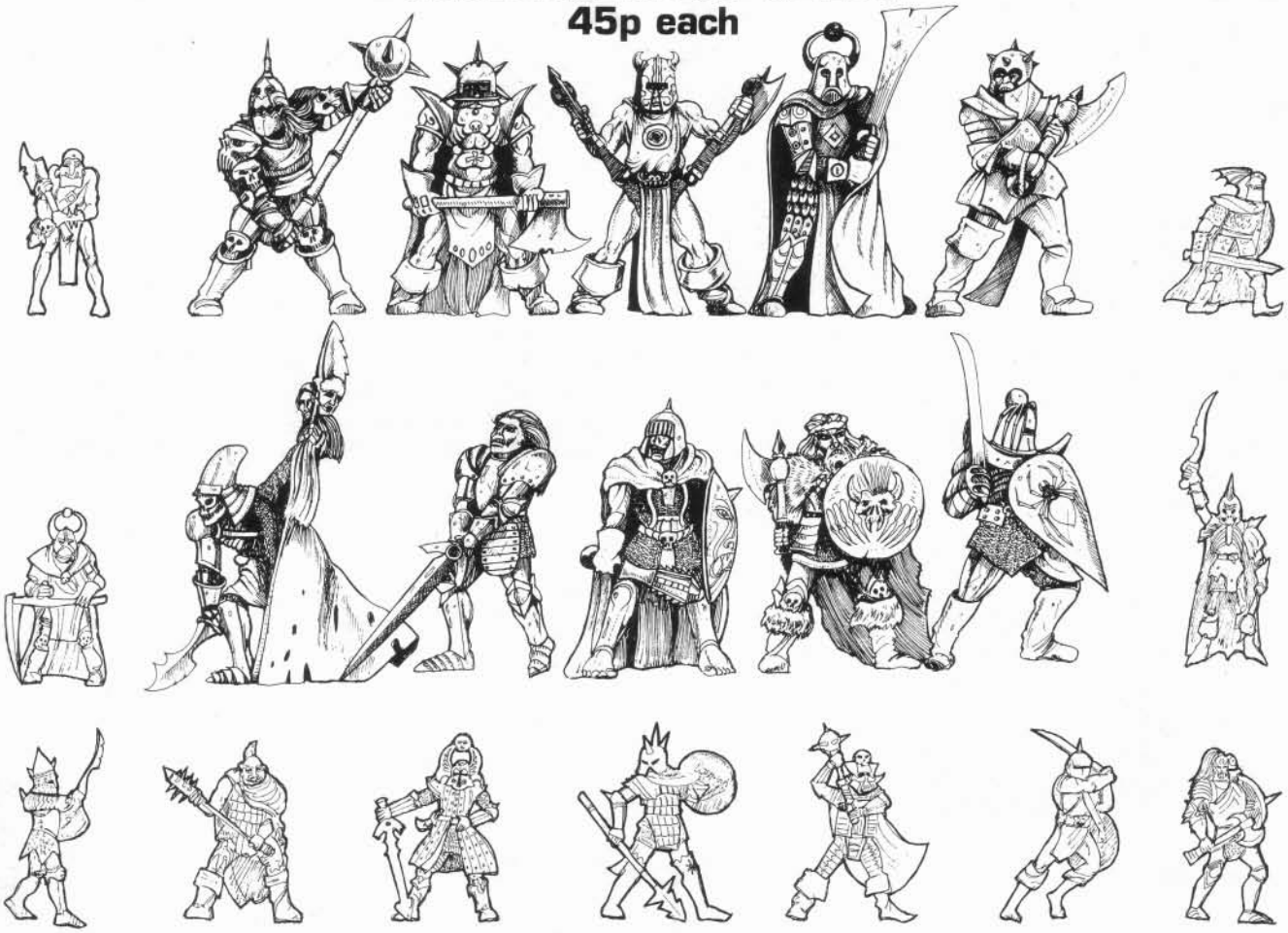

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I suppose the quick-changing world of the 1980s applies just as much to RPGs as it does to everything else. Hence the constant change of style and content in *White Dwarf*. As mentioned last issue, we are going to implement new material to cover topics suggested in *The Reader Strikes Back*. Two new departments kick off in the near future – *Crash Course*, an alternate-monthly *Car Wars* column by Steve Jackson (Which one? Find out next issue). *Tabletop Heroes* is a resurrection and expansion of *Molten Magic*, but with the emphasis on miniature figures in use and modelling techniques. Finally, *Microview* will be expanded under a new editor to cover gaming aid programs and reviews. More pages and colour and a modest 10p price rise will take place in next issue as we launch *White Dwarf* into the unknown world of newsagents. Order your copy now! This is the end of the commercial break.

Ian Livingstone

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Suggestions for expanding the background rationale of the cleric character class.

Gifts from the Gods

Religion and Magic in AD&D
by Thomas Mullen

Last issue's article, *Divinations and the Divine* explored some of the problems associated with the cleric class in *AD&D* and their role-playing. This article will attempt to take that one step further and examine the ways in which clerical magic can be improved. For the cleric class, and for the rest of *AD&D*, there has arisen serious friction between the explicit polytheism of *Deities & Demigods* [*D&DG*] and the implicit Christian monotheism that shaped the original description, abilities, and spells of the cleric. This friction leads to an odd situation. The *AD&D* multiverse contains many gods who differ vastly in power and temperament, but who have strangely similar effects in the game, effects often at odds with their natures and goals.

It's been noted that the *AD&D* cleric is a fighting priest, a combination of medieval Christian figures and fantasy possibilities. Consequently the *Players Handbook* contains such spells as *part water, sticks to snakes* and the much-lamented prohibition on edged weapons, all of which originate in Christian tradition. Particularly noteworthy in this regard is the frequent emphasis on the cross as a decorative motif and as a symbol of Lawful Good. While such a casting of religious spell-users may have been efficacious in early *AD&D*, it must seem out of place to anyone who attempts to seriously incorporate religion in his or her campaign. Specifically, the numbers of spells, the strengths of spells, and most importantly, the *varieties* of spells available to clerics often simply aren't realistic or balanced. Would deities as diverse as Kuan-yin, Zeus, and Freya all provide identical magic? Not likely. Instead, spell abilities should be tailored to and based upon the actual nature and abilities of a pantheon's different gods, rather than on quasi-Christian figures and traditions, as they currently are. For instance, *D&DG* p9, tells us that demigods can only provide spells up through fifth level. This is emminently logical and consistent with what we know about demigods: basically they are extremely favoured mortals. But wouldn't it make sense to also change the *number* of spells per level? Perhaps demi-gods would have only seven or eight spells per spell level from for first through fourth level, and six for fifth. In the same way, the number of spells of each level available from 'lesser gods' should not be as large as that from 'greater gods.' To compensate for this, clerics of lesser deities might be allowed more rapid advancement (maybe a 5-8% bonus on experience or slightly lower experience point level requirements). This would represent the more rapid progress made in a small group of believers. And some such compensation *must* be made, or else demi-gods and the lesser gods would have no clerics.

In addition, the strengths of certain spells should vary from religion to religion. Obviously, this is true for spells from demi-gods when compared with those from full gods. But even among the deities, discrimination must be made. For example, the healing powers of a cleric of Kuan-yin, a goddess of mercy, ought to be a lot more potent than those of an adherent of Chao Kung Ming, a god of war. And a *protection from evil* from the great god Odin should have greater potency in duration and plusses than one from the lesser goddess Idun.

As they currently stand, many gods and goddesses dole out entirely inappropriate spells, yet do not grant powers associated with their own natures and aims. Some spells are intrinsic to religion and would be common currency to all: *atonement, commune, plane shift*, and some ceremonies, etc. These should seldom change. But all other spells should be related to the religion of the cleric. Alignment is part of this issue.

In *AD&D* there is a basic polarization of good and evil, reflected in such spells as *protect from evil/good, dispel evil/good*, and *(un)holy word*. While consistent with devils, demons, Christian clerics, and a Christian universe, why would deities of a predominantly Lawful Neutral or Chaotic Neutral nature provide such spells? Wouldn't ones such as *protect from chaos* (fixed length), *protect from law* (varying length), *dispel law/chaos*, and *lawful/chaotic word* be more suitable for some figures? Too often the clerical spell tables assume a monotheistic, or at best a dualistic universe, rather than a polytheistic one.

Besides alignment, personality should also govern spell types. Let's take the Norse pantheon as a case in point. As a weather deity, Frey should have little interest in spells such as *snake charm, conjure animals*, and *stone tell*, but would be very likely to grant the druidi-

cal spells *predict weather, call lightning*, and *control temperature, 10' radius*. In the same way, Loki, the god of 'mischief, strife, and fire' [*D&DG*, p119] should provide some illusionist-type spells, as well as some fire-based MU spells. On the other hand, why would he want to see his clerics use *true seeing, earthquake*, etc? And how reliable would the *augury* of a cleric of Loki's be? Thor's *spiritual hammer* should carry a lot more punch than Freya's, assuming she allows such a spell at all. Idun and Uller should provide more druidically-inclined spells, and less Christian-orientated ones. And the clerics of such martial deities as Magni, Modi, and Sif would be likely to have equivalents of such MU spells as *strength* and *tenser's transformation*. Many more examples could be multiplied from this pantheon alone, quite apart from others. The key here is to have spells that are consonant with the providing source.

In designing my own pantheon, I first determined the relative strengths, powers, and interests of the various gods, and then determined how many spells of each level they would be likely to grant. Then, after distributing the essentially religious spells they all have, I selected the spells, clerical and otherwise, that would suit each religion. For some I designed special spells and abilities. For instance, the clerics of a fire deity should naturally have some fire-based spells, as well as some resistance to fire attacks. For the sake of balance and consistency, strengths in one area should be paralleled by weaknesses in another so they would save at a penalty versus cold-based attacks, and perhaps suffer additional damage. Similarly, the clerics of the greater deities would have greater powers but slower progression. Evil clerics would have greater range of action, but are allowed fewer healing and regenerative spells. And if they fail, or fall away, their sponsors might be more likely to consume them [à la C S Lewis' *The Screwtape Letters*] than forgive. Chaotic clerics have less restraint, but may have difficulty in advancement due to the relative scarcity of seminaries and organized instruction. Even the components and casting times can provide interesting and significant differences. For instance, in my world, there exists a Neutral Evil religion whose clerics require, for such spells as *raise the dead* and *resurrection*, the ritual sacrifice of a victim of similar level or hit dice to the dead person. (Such sacrifices are also requisite for level advancement.) The forms which these checks and balances will assume depend upon the pantheon, the mythos, and the DM.

This restructuring from a Christian to a polytheistic system has implications for other classes as well, specifically for the druid, the monk, and the paladin. In my world, I've discontinued the druid as a separate class, because so many of the spells are, with only slight modification, consonant with nature deities. Instead, players interested in druidical-type abilities simply become nature-deity clerics. Even so, there are still significant differences: reduced numbers of spells, the presence of religious spells, new duties, reduced spell power inside cities, and so on.

From medieval Ireland to modern India to television's *Kung-fu*, all real monks are deeply religious, and *not* merely lawful. Why should *AD&D* monks be any different? But merely having a religious background is not enough. It must provide a rational basis for the monk's abilities and qualities: a great but persecuted religion, a transcendantal ascetic religion, a nomadic religion, and the like. Monks might also represent the elite form of a religion, or their powers might be distributed among several religions. But it is important that the religious impulse that lies at the heart of monasticism not be ignored.

The *Players Handbook* indicates that a paladin must be Lawful Good in alignment. Now, unless, as in a Christian universe, we allow Lawful Good a privileged status, then other sects should also have their pious swordslingers. This is especially true of martial deities such as Ares and Chao Kung Ming. (Of course, some pacifist gods such as Kuan-yin would shun a church militant.) In my world, I allow any player of sufficiently high stats to pick a religion consistent with his or her alignment, and act as a paladin, with suitable adaption (*control undead, protect from chaos*, etc). Lest this seem too generous, let me add that the abilities and duties vary from one religion to another, but balance and challenge are always maintained. And in any case, a paladin should be a fighter with a deep religious conviction, and not just a Lawful Good alignment.

With such wide-reaching changes, magic items would also be affected. Clerics might be able to use some items previously prohibited, if there is some kind of connection between the particular item and the cleric's religion. For example, I allow clerics of a Loki-type deity to use a *Wand of Illusion* and a *Wand of Fire* (with reduced effectiveness). There also exist not only *Holy Swords* but *Unholy Swords* and *Neutral Swords* as well. What about *Holy Water*? Well, it's only reasonable that clerics of neutral deities can bless water too. As a result, neutral water and unholy water abound. As a rule, the greater the alignment difference, the greater the damage; up to the allowed maximum of 2-7HP. Clerics may use the holy water of another religion, but the water must save versus magic or it is spoiled. In any case, the cleric so attempting takes 1-2HP from the handling.

Scrolls can also differ. Could a cleric use a scroll penned by one of another persuasion? Unless the specific spell is one antithetical to the reader's religion, I allow it. Few clerics would want to use magic representing belief or practice very different from their own. In this I assume that the reading triggers the religious magic already contained in the writing.

There are very immediate and practical advantages to this change. The personalising of your pantheon adds great interest and meaningful realism to your campaign. For instance, the different clerics in a party or on different sides of an encounter can have perplexing enjoyment trying to psyche each other out. (And note well, DM, that it also keeps players in the dark about at least one important area of your DMing even if they own *D&DG*.) But most importantly and pragmatically, these changes add challenge for clerics and make their class a more full and involving one.□

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The *Cthulhu Companion* is a collection of *Different Worlds* submissions, rule amendments and additions, short scenarios and Lovecraft poetry.

Some minor changes in character generation, magic points and learning spells enable owners of *CoC* to update their copies but these changes do not radically change any of the basic rules. A five page article *The Cthulhu Mythos in Meso-American Religion* by Richard Tierney correlates Mayan, Aztec and other South American mythos with the Gods and creatures of Lovecrafts imagination. He states in his conclusion that Cthulhu is the Aztec god Tlaloc, Nyarlathotep is Tezcathipoca, many other gods and servitors are likewise related to the gods of the South American continent... I'm not sure about this article as it breaks down the essentially original nature of Lovecraft's writing and reduces it to a mere form of plagiarism, although even that view is open to interpretation.

A Bulgarian academic provides a scholarly look at the *Necronomicon*. A fire in his home destroyed the only Arabic(complete) version available in Europe, which he had borrowed for research work, an actual manuscript of the text purporting to have been written by the 'Mad Arab' al-Azif. The meat of the article uses Latin/Greek/Arabic translations and mistranslations to explain the meaning and derivations of the 'names of the entities connected with the Cthulhu tradition'. The article makes very interesting and worthwhile reading for devotees.

Moving back to the game itself, the 'Sourcebook Additions' chapter contains many useful items on the Penal system in both the USA and the UK, a delightful establishment named Deathoak prison founded in the reign of Henry VIII, terrifyingly oppressive, is probably the 'softest' institution detailed! I would not dream of describing two despicable places mentioned, one in Latin America and the other in North Africa, they have to be read to be believed. Two new skills of Lock Picking and Photography are also included in the chapter; interesting problems are posed particularly with the latter skill, in the developing and viewing of pictures of the creatures of the mythos.

In the rulebook additions chapter, nearly 40 new obscure phobias are listed, a welcome addition to the limited amounts in the original rules. A host of new deities and Independent races are available for use in games.

A short chapter called *Excerpts and Prayers* offers pieces from the Necronomicon and fragments of other unnamed texts, some straight fiction and others less obvious as far as their actual authenticity or origins are known or made evident. These are not perhaps directly useful but give a degree of extra flavour to the proceedings. The next thirty pages contain 4 scenarios of varying originality and interest, the first entitled *Paper Chase* is a one player scenario which is fine for a one night adventure and centres around a missing person case. The second scenario is based in Scotland and features a Plesiosaurus, and the death of 'famed professor' Willard Gibbson. The strange death of an official of the US State Department and the disappearance of his daughter in the Appalachians provide the background for the third scenario, *The Rescue*. *The Secret of Castronegro*, the final adventure concerns 'weird disappearances', 'mutilations' and 'depraved demonic rites' and the poor old local cops are at a loss of what to make of it all!

The 'poetry' section contains excerpts for Lovecraft's book *The Fungi from Yuggoth and Other Tales*. I had never seen these poems before, and they are certainly worth reading. The last offering would certainly have Cthulhu turning in R'lyeh, a song about him to be set to the tune of a Glenn Miller ditty *Chattanooga Choo-Choo*! The last part of this supplement is a listing of useful words which have been used to describe the creatures, a good idea and will help keepers, I'm sure.

In conclusion, this tome is really of use only to the Keepers of Arcane Knowledge and given that this does not set out to fundamentally change any of the basic rules themselves, again this will limit appeal. The scenarios are quite good and altogether, this represents a predictable package and is reasonable value for money.

Presentation:	9	**Content:**	6
Overall:	7	**Jon Sutherland**	

SUPERWORLD £18.95
Chaosium Inc

Superworld is of the same consistently high quality as all the boxed sets released by *Chaosium*. Three booklets, reference sheets, character sheets, games master aids sheets, and character silhouettes.

The first booklet, *Superheroes*, contains character generation, explained by means of a sample character, covering basic characteristics, occupations, skill levels and the hiding of the superhero's identity. Hero points are the building blocks of the superpowers, as well as determining hit points, damage bonuses, and any equipment that the character may use. The game mechanics, action times, delaying tactics, multiple actions, crucial rolls, boosting, special damage, and sizes of every type of object from a horse to a steel girder are also covered. The combat section covers guns, rockets and grenades of numerous types, grades and calibre, movement in combat, combat modifiers, defending against attacks and of course damage.

The second book, *Superpowers*, contains the descriptions of the superpowers power advantages, skills, handicaps and power disadvantages. Hero points are spent on superpowers, skills and power advantages.

The *Gamesmasters Book* covers campaign control, superhero income, supervillains, 'innocent' bystanders, rationale, organisations the law, and animals. Many of these sections are not usually covered in other superhero games and are just left to the GM to muddle through with. Also included in this book are two good quality scenarios.

Useful inclusions are various reference sheets which speeds up the action greatly. The character sheets are printed with several different silhouettes so you can find the correct one that most suits your character appearance. In conjunction with this, 25 standup silhouettes are available although I would prefer to use miniatures instead. The inclusion of six good quality dice, 2d20, 1d8 and 3d6 is an added bonus.

This represents an intelligent attempt to provide a playable format for a difficult topic to simulate. The only rules that I have ever seen with anything like this in scope was the *Golden Heroes* FRP which may soon be available in a modified form from *GW*.

Presentation:	9	**Enjoyment:**	6
Playability:	7	**Complexity:**	8
Skill:	7	**Rules:**	7
Overall:	7	**Jon Sutherland**	

DAREDEVILS £9.50
DAREDEVILS ADVENTURE 2 £3.50
Fantasy Games Unlimited

Daredevils is *FGU's* tribute to the pulp heroes of the 1930's and 1940's, a roleplaying game based on the exploits of characters such as Doc Savage, The Shadow, Indiana Jones and Sam Spade. The set consists of a 64-page rulebook, a scenario book, a referee's screen, and a sample character sheet.

Characters are generated by a combination of point allocation and die rolls, with six major characteristics, abilities derived from combinations of characteristics, and psychological talents generated by a combination of die rolls and allocation of points. Some vital information on skill point distribution is hidden

BOX

fantasy games and rulebooks by independent authorities.

in the small print of the character set-up checklist. The presence of this checklist (and a remarkably complex optional 'advanced' checklist) makes the game set-up comprehensible, though far from easy. I'd expect complete character generation by experienced players to take at least half an hour, with frequent references to the rules.

An excellent feature of these rules is the presence of lots of examples, which were sadly lacking in earlier *FGU* games such as *Chivalry and Sorcery*.

Combat is very complicated, using a lot of modifiers and intricate calculations to establish the result of each shot or blow. It took several shots to kill most character, but there is a possibility of critical hits to increase the effects of injuries. Other actions are determined by the use of saving throws under characteristics or skill levels, but can be complicated by various factors.

The second game component is *Daredevils Adventures 1*, a 32-page book containing four very good scenarios and lots of sample characters. *Fu Sung's Secret* is a simple introductory scenario. Fu Sung is the mastermind behind a drugs ring, and makes another appearance in a longer scenario, *Fu Sung's Revenge*, later in the book. In this scenario the team have to find his hidden headquarters and obtain the antidote to a mysterious disease or die. It's a much tougher scenario intended for experienced players. The other two scenarios are *On These Mean Streets*, a detective adventure set in Prohibition Chicago, and *Black Claws*, the feature adventure which begins in America and ends in Africa. Doc Savage fans will recognise a lot of familiar themes in this story, and there are references to other adventure fiction. It's the longest scenario, and by far the best. All four are illustrated with numerous maps and plans, and are a useful addition to any modern-day gaming system. *Black Claws*, for example, would work well under *Call of Cthulhu* rules.

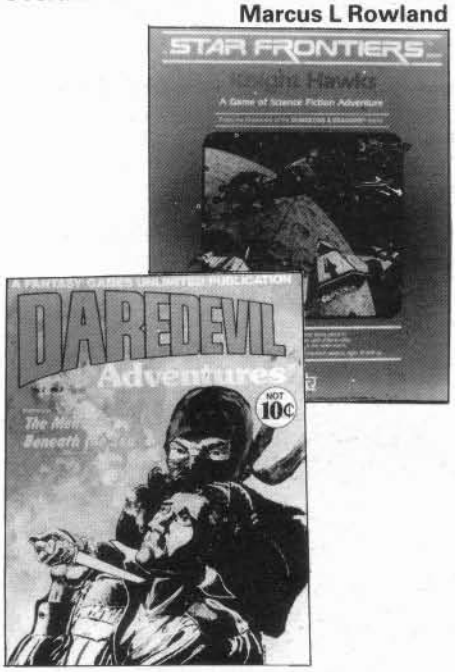
The referee's screen is a triple card sheet with various tables on the referee's side and a world map for the players. The card isn't glossy, and I'd advise referees to cover it with plastic for added strength and stain resistance. The character record sheet permits easy photocopying, and is printed on the same light card as the screen.

Daredevils Adventures 2 contains three scenarios, a simple but entertaining mad scientist story called *The Powers of Dr Remoux*, a zoological expedition entitled *Bring it Back Alive*, and the first part of a scenario called *Deadly Coins* which will apparently be continued in future *Daredevils Adventures* books. The first two scenarios are connected by a type of killer ape and can be run as a single long episode, while *Deadly Coins* is self-contained but leaves the chief villain free for future adventures. All incorporate more maps and plans. I found *Bring It Back Alive* most satisfactory, but didn't enjoy any of the scenarios as much as I did those included in the game.

Daredevils obviously represents a lot of work, and its careful design and useful scenarios make it good value for money. The rules system is slightly top-heavy, and I suspect that many referees will simplify or abandon some of the more awkward areas. Historical detail seems accurate, but I found a few minor scientific errors and several misprints. I'd not recommend the system to beginners, but more experienced referees won't have much trouble using it.

	Daredevils	Daredevils' Adventures 2
Presentation:	8	8
Rules:	8	6
Playability:	6	7
Complexity:	10	7
Enjoyment:	8	7
Overall:	8	7

Marcus L Rowland



KNIGHT HAWKS **£8.95**
TSR Inc

Knight Hawks is the second part of the *Star Frontiers* science fiction role-playing system. It addresses itself to spaceships, space skills, and space combat – an area sadly lacking in *Star Frontiers*.

The set includes a 64-page Star Frontiers Campaign Book, a 16-page space combat rules book, a large double-sided full-colour map, one countersheet, a 16-page scenario booklet, and 2d10.

The map is a blank hex grid on one side, used for tactical space combat, and on the other side show deck plans – two for the small Assault Scout starship, and two for sections of a space station – as well as a symbol key and a schematic of a space station.

The space combat rules book is short and split into a basic game and an advanced game. Essentially, two sides alternate turns; in each turn a player moves all his ships, then *both* sides fire weapons. Damage is resolved immediately. In combat, the attacker cross-references his weapon with the defender's defence modes to get the % chance of a hit; this is affected by range and facing as well as character skill. In the basic game, each weapon does several d10 of damage against a ship's hit points, and when the ship has no hit points left it is destroyed. The advanced game adds more weapons and defences, and a hit location system, but is not too difficult. Some skill is required in choosing your defences, since the attacker must attack your best defence – but some of them actually attract certain weapons! This game is meant to be a great boardgame in its own right, but I wouldn't buy *Knight Hawks* for it; if you just want a space combat system, get *Mayday* or (better) *Star Fleet Battles*.

The real meat of the package is the Campaign Book. This allows you to expand *Star Frontiers* into space, and about time too – I have been very annoyed by *TSR's* advertising for *Star Frontiers*, which revolves around spaceships and the Galactic Task Force, neither of which are explained in the game! The Campaign Book covers ship design and equipment, ship skills, personal space gear, interfacing the space combat rules with role-playing, boarding actions and deck plans, a superb section on financing spaceships and earning money with them, and piles of background for the referee on the game universe and the Second Sathar War.

Space skills include Pilot, Astrogator, Engineer, Rocket Weapons and Energy Weapons. Each skill has several tasks detailed; a skill level gives a +10% Die Modifier on success.

The Second Sathar War is intended as a campaign backdrop, allowing boardgame and role-playing sessions; this is similar in function to *Traveller*'s Fifth Frontier War, but as befits the game system is neither so complex nor so time-consuming.

The final item is the scenario, *The Warriors of White Light*. The heroic (and sixth-level) characters join the planetary navy of the White Light system, and must deal with smugglers, a ship controlled by a mad computer, pirates in the asteroids, Sathar boarders, and finally an entire Sathar fleet. These are good adventures, intended as a skeleton on which the GM can erect an entire campaign; potentially up to several game-years worth. This scenario is far superior to the Volturnus trilogy both in believability and play, but does require experienced characters. It also includes deck plans for two more ships – large and small freighters.

Overall, this vastly improves the original *Star Frontiers* (now referred to as *Star Frontiers Alpha Dawn* game – can this mean another *TSR* rewrite in the offing), and if you bought *Star Frontiers* I strongly recommend you buy this. As a 12-year old I would have vastly enjoyed this system, and if you know any 12-year olds you want to corrupt into role-playing this is a good system; but serious and aged gamers such as myself will look elsewhere.

Presentation:	9	**Complexity:**	4
Playability:	9	**Overall:**	8
Rules:	8		

Andy Slack

You know that most unbalanced of all role-playing games, Freelance Writing? Players pretend to be able to write, and by strategic use of characteristics like Doubletalk and Flattery we coax the implacable foes, known as Publishers, into parting with magical faery gold. Random perils are always waiting to strike as hapless players make their way through the untamed literary wilderness, perils like Alcohol Shortage, Writers' Block and Barclaycard.

The game's unbalanced because the dark forces of Publishing have far too much power (designers please take note and correct this in the next edition). Ironclad contracts are signed in blood, the Author trembling lest the Publisher escape the pentacle and rend him limb from limb... and what if the contract is broken? Should the Author misbehave, he's instantly dragged to hell by swarms of lawyers. Should the Publisher ignore the contractual terms, as he often does, it's the Author who suffers through being paid late or never. Oh, the awful secrets I could tell you.

Brian Aldiss sends a note on his *SF Quiz* [*Weidenfeld & Nicolson*, 128pp, £2.95]: 'It has gone onto cassette, and is so published by Acornsoft, as a Grandmaster Quiz entitled, briefly, *Brian Aldiss Science Fiction Quiz For The BBC Microcomputer And Acorn Electron*. Two cassettes, leaflet, lavish packaging... Just think – this miserable bit of hackwork is currently earning me more than Helliconia.' (I covered *Helliconia Summer* last issue.) The book comprises thirty quizzes of 8 to 10 questions: amusing, diverse, good value and sort-of-educational, but hardly major Aldiss. Earning more than *Helliconia*... I think I'll lie down for a bit.

But no appalling fact should surprise us in SF. Could you imagine a publisher acquiring a six-book series, publishing two, printing but not distributing two more (they were remaindered without bookshop appearance), putting out the fifth four years after in 1984, and allegedly planning not to publish the sixth at all? The series is Brian Stableford's *Daedalus Mission* sextet from *Hamlyn* taken over by *Arrow* during that long gap: *The Florians, Critical Threshold, Wildeblood's Empire, City of the Sun, Balance of Power* and *The Paradox of the Sets*. They're readable, low-key, unpretentious SF containing meaty ideas – Stableford is a former biologist who now teaches sociology. Unfortunately the characters are low-key too, and even a bit flat, not up to the standard of his earlier *Hooded Swan* series [*Pan*], and the writing is merely functional. *Balance of Power* is one of the series' better books, with the starship *Daedalus* contacting its fifth lost human colony to find the struggling colonists left standing – technological alsorans – by the native aliens' unaccountable Industrial Revolution. As usual, drab hero Alexis Alexander flies round the universe lecturing people on biology and sociology... but interestingly.

An awful secret you'll have guessed is that the SF world is terribly inbred. Even this despised reviewer is on speaking terms with Messrs Aldiss and Stableford, plus about 50% of authors reviewed in past columns, and their publishers too.

Critical Mass *is a regular book review column, by Dave Langford. This issue some...*

AWFUL SECRETS

The Old Boy Network is blatantly visible when it comes to *Habitation One* [*Fontana* 256pp £1.75] by Frederick Dunstan, a recent product of my old Oxford college. Will my words of praise not be suspect?

The book is a wondrous cornucopia of things for young writers to avoid. There's a plonking prologue written unsuccessfully in the present tense; a pulp-style description of the remarkably silly edifice 'Habitation One', so obsessed with details (I particularly like 'filamentary stanchions') that it quite fails to convey a picture of the thing; flatulent outbursts of adjectives ('amazing, symmetrical, fantastically balanced...' 'enormous – incredible – incomprehensible' 'superb, colossal, brilliant'); much awkwardness about the narrative point of view; a stupid, disorienting change of tense during the first conversation, which starts 'he listens attentively to his friend's... exposition' and ends 'answered Settle firmly'; and loveliest of all, in only the third speech, two hallmarks of rotten SF: offputting polysyllables and a lecture in which A tells B things *which B already knows* because the author can think of no more realistic way to squeeze in the background data. 'You know that we – that I – founded the Scribaceous and Anagnostic Society some years ago because...' etc. All this in the first 8 pages! Later comes the even more traditional 7-page lecture wherein A recites the entire historical background, and oddly enough, nobody yawns.

Despite lumpish prose and wooden characters (motivated by either unfathomable caprice or arbitrary monomania), the book livens up as Dunstan injects gratuitous nastiness. His total body-count approaches three figures, not counting sundry mutilations – you'll enjoy the scene where a young Romeo and Juliet find true love as he helps her try on her first wooden leg.

With relish but no great skill our author has people maimed, tortured, murdered, driven mad, executed, spattered across large areas after falling from a terrific height... Even death is no escape, and one lady who's already had parts of her (from breast to toes) sliced off by an axe, followed by multiples fractures and public execution, is dragged back onstage for faintly anticlimatic scenes of necrophilia and cannibalism. The major climax is hilariously implausible. Hurled skyward and pulverized from the waist down by an immense steam-catapult, someone nevertheless retains consciousness through his flight, successfullly shoots an arrow into the madman who (for reasons never clearly explained) is dangling from a rope high up, fields the small nuclear device with which said madman planned to destroy the entire plot, and arcs onward, nuke in hand, to glorious immolation somewhere over the edge of the world. I forgot to mention that earlier on he was tortured by having his moustache ripped off by hydraulic jacks.

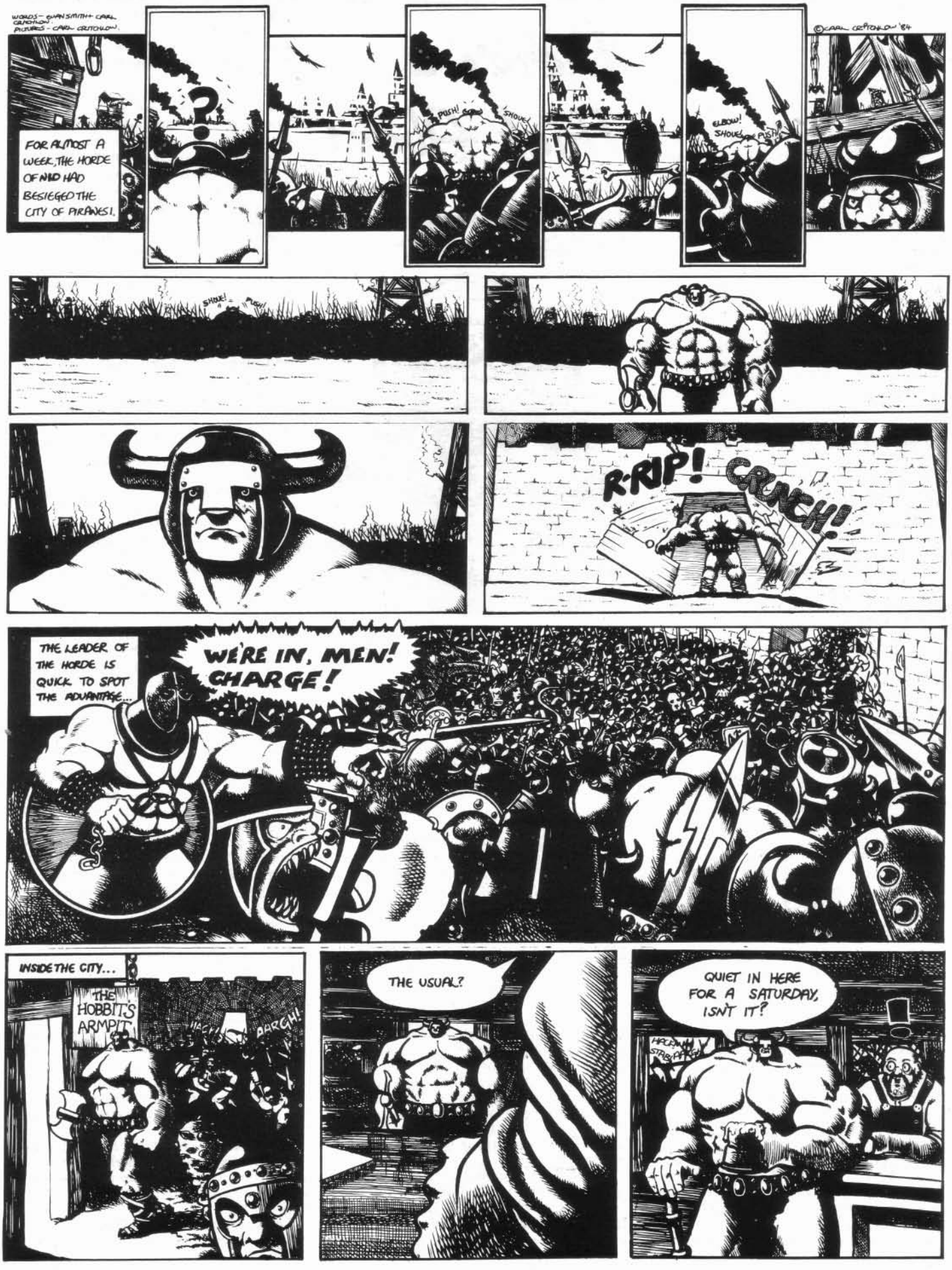
Dunstan tries to save the final nonsense by ascribing the happy ending to divine intervention, in a cringingly sententious epilogue. Personally I don't see why God should carry the can for the ineptitudes of F Dunstan. A real running sore of a book, this.

Who knows what evil lurks in the heart of *Zomba Books*? Specifically, who would imagine that a book about genuine honest-to-God vampires would be concealed in a 'thriller' omnibus comprising Mark Behm's *The Eye of the Beholder, The Queen of the Night* and *The Ice Maiden*? [*Black Box* 462pp £4.95 paper £7.95 hardback.) The latter is certainly a thriller, in that sexy vampire Cora works in a casino – by night, of course – and the light-hearted story is about her embarkation on a life, or unlife, of crime. The other two are powerful 'straight' novels, most unlike your average thriller: I merely mention *The Ice Maiden* for those of you who are Undead fans and morbidly dote on vampires, publishers, editors... [*Watch it –Ed.*]

Last: *The Steps of the Sun* by Walter 'Man Who Fell To Earth' Tevis [*Gollancz* 251pp £7.95]. Well written and characterized, this has an old-fashioned feel despite up-to-date lack of inhibitions. Multi-billionaire Ben Belson flies illegally starward, seeking new fuel to rejuvenate decaying Earth: though all past expeditions failed, he swiftly discovers mountains of 'safe uranium', only radioactive when magnetized (noises of scorn from physicists), which is just what Earth needs, *and* a miracle painkiller without side-effects (catcalls from biologists) which is just what his crippled daughter needs. This nonsense over, the main story is enjoyable, with Earth unkeen on Belson's goodies and Belson on the run. SF frissons like 'The Pope wrinkled his old Japanese eyes in pain' are unoriginal but naively effective...

The truly triffic *Micromania* by Charles Platt and yours truly [*Gollancz* 185pp £7.95] should be out this month, ripping the lid off Awful Secrets of home computers and revealing sordid facts the nice books never tell you. I won't review this supremely marvellous book since that would be Advertising, shock horror.□

THRUD THE BARBARIAN



Watch Out, There's a Thief About

Thieves in Warhammer
by Richard Hanniwell

Types of Thief

Players who have generated a character with an initiative of 3 or better may opt to play as a Thief. To determine which type of Thief they are roll a d100:

Score	01-30	31-45	46-60	61-75	76-90	91-100
Class	Thief	Cat Burglar	Highwayman	Tomb Robber	Lock Smith	Anarchist

Thief. Requires a +3 Initiative. Must be Neutral, Evil or Chaotic. An experienced Thief is an inveterate adventurer, equally at home raiding a dungeon as breaking into a Palace. A thief will be fairly handy with a knife but should attempt to avoid direct confrontation wherever possible.

Attributes: Initiative +1; +4 Knife Weaponskill; 3d4 Thieves Skills.

Trappings: Knife; Cloak, Mask and Sack.

Cat Burglar. Requires Initiative 3+; May be Neutral, Evil or Chaotic. Cat Burglars prefer to enter a building through the roof, the chimney or a high window. Their preferred targets are houses, mansions and palaces.

Attributes: Initiative +1; +2 Knife Weaponskill; +1 Throwing Knife Bowskill; Scale Walls; 2d4 Thieves Skills.

Trappings: Knife; Throwing Knife; Grapnel; 10m of Rope.

Highwayman. Requires Initiative 3+ and Cool 4+. Must be Neutral, Evil or Chaotic. Highwaymen are notoriously flamboyant Thieves. Most originate from Bretonia or from the Wasteland, two realms with lonely country roads, flash stagecoaches and a jewel-laden aristocracy.

Highwaymen are as much concerned with style as anything else. Even when working they will never be less than immaculately dressed. Their favourite garb, or 'drag', is a mask, a cloak, frilly shirt and, of course, an outrageous hat.

Attributes: +d4 Pistols Bowskill; +d6 Cool; Pistols; d6 Thieves Skills.

Trappings: Sword; Two Pistols; Good Clothes; Outrageous Hats.

Tomb Robber. Requires Initiative 3+. May be Lawful, Good, Neutral, Evil or Chaotic. Tomb Robbing is a dangerous but potentially highly profitable calling. Tombs are, by necessity, protected by cunning traps. Slabs of falling masonry, collapsing passageways and hidden trapdoors being the most commonly encountered. Undead, the remains of either the original incumbent or of unsuccessful fellow robbers, are also frequently discovered in Tombs.

Attributes: Initiative +d4; Dodge Traps; Spot Traps; d6 Thieves Skills; Randomly Generated Enchanted Sword.

Trappings: Enchanted Sword; Knife; Crowbars.

Lock Smith. Requires Initiative 3+ and Weaponskill 3+. May be Neutral, Evil or Good. An experienced Thief specialising in locks. Lock Smiths are invaluable in operations involving safe breaking or against well-secured locations like Banks and Treasuries.

Attributes: +4 Knife Weaponskill; Lock Pick 3; d6 Thieves Skills.

Trappings: Knife.

Anarchist. Requires Initiative 3+. May be Neutral or Chaotic. Anarchists are opposed to rulers of all kinds. They particularly strongly dislike monarchs and tyrants.

The Anarchist's preferred weapon is the bomb. There is after all no better way of breaking up a meeting or settling a discussion.

Attributes: +d4 Bombs; Bowskill; Manufacture Bombs; 2d4 Thieves Skills.

Trappings: Knife; Broad Brimmed Hat; Cloak – conceals up to 3 bombs.

Special Provisions: Anarchists receive Experience Point bonuses for killing establishment figures, especially politicians, monarchs, and bureaucrats.

The following is provided as a rough guide only.

Special Provisions: Reigning Monarch, Head of State: 300; Member of a ruling dynasty, Minister, Duke or Bishop: 150; Mayor, Councillor, Aristocrat: 50.

Thieves' Skills

Lock Pick. Characters with this skill may attempt to open or close any lock without using its key. Each separate attempt takes a whole movement phase. The player throws a d6 each time. If the score is equal to or higher than the lock's *rating* then the attempt succeeds and the lock is picked. If the score is lower than the lock's rating then the attempt has failed.

The Thief may only make three unsuccessful attempts to pick a particular lock. If his third try fails the Thief must give up on the lock – no further attempts may be made.

Having succeeded in picking a particular lock the Thief may add +2 to any subsequent lock pick roll on that same lock. Note that 'picking' here refers to both locking and unlocking. The same procedures are used for each.

Thieves depend on special tools, like skeleton keys or flat-bladed knives. If they are ever for any reason deprived of these they may improvise a lock pick – out of a bent nail or pin. Deduct -1 from the dice for such attempts.

Pick Pocket. Only characters with this skill may attempt to pick pockets. The Games Master should determine how many pockets there are in the victims clothes – roll a d4 and add 2 if this isn't pre-specified. He must then randomly distribute any money or treasure carried by the victim amongst these pockets.

To pick the victims pockets the Thief must contrive to bump into him or make some other form of physical contact. A drunken embrace or even a handshake will suffice. At each contact the player may choose 1-4 pockets to 'dip'. Everything in the pocket is taken automatically. After each attempt the games master should roll a pair of percentage dice to see if the theft has been noticed. There is a base 10% chance of this happening, modified by minus the Thief's *initiative* and plus the number of pockets 'dipped'.

Scale Walls. The character may scale any wall, no matter how difficult it appears. In each move phase the Thief may move either upwards, downwards or horizontally. Figures move at d4 inches per movement phase.

Silent Movement. The character may move silently along pavements, corridors, in rooms and on roofs. Outside of these man-made environments, for example in a jungle or a wood, the Thief has no particular advantage.

Fleet Footed. Add 1" to all walk rate moves, add 2" to a figure's charge move.

Flee. A Thief getting away from the scene of a crime once he has been spotted or an alarm raised may move at double his normal speed. This corresponds to *running away* to evade a charge (see *Warhammer*, Vol 1). The Thief will only double his normal move rate when evading – he does not quadruple it.

Quick Mount. Normally it takes half of a movement phase for a model to mount a horse. So, for example, an unarmoured human could move 2" to his horse and climb into the saddle in a single movement phase. If he was standing next to the horse he could mount up and make half a move on horseback – usually 4". Characters with Quick Mount skill may ignore the half movement phase penalty. In effect it takes them no time at all to mount a horse.

Acrobat. The character may reduce the *risk* of any jump by one point.

Dodge Traps. The character may attempt to dodge any trap, whether or not it is sprung in one of his own movement phases. To do this the player must roll less than his *initiative* level on a d6. If he is successful he may move his character's model 2" in any direction.

Acute Hearing. The character has *twice* the normal percentage chance of hearing any noises.

Night Vision. The Thief has *night vision* to up to 4d6 inches. [See *Warhammer* Vol 1]. Elves and Dwarves have *night vision* automatically. They may roll for another skill.

Sense Magical Alarm. Magicians will often protect themselves and their prop-

erty by using spell 1.1 *alarm*. The Wizard casts the spell on a particular point, a doorway or window for instance. If any creature goes within 2" of this point a cold shiver passes down the Wizard's spine. Characters with this skill will experience a similar shiver whenever they themselves have tripped such an alarm.

Sixth Sense. A Thief with the *sixth sense* will know whenever he is being watched. He can sense this even when the watcher is behind him or hidden from view. This is an instinctive knowledge. It will only work when there shouldn't really be anybody in a position to see the player's model. Thus the sense is practically useless in any crowded setting and comes into play only in abandoned, deserted or empty places.

It is up to the games master to inform the player that he is being watched. He does so at his discretion. As a guideline, the sense is useless in a street, a bar or anywhere crowded. The player should always be informed if he is being spied upon in an otherwise empty location. Trusted fellow members of an expedition will not trigger or interfere with the operation of a particular character's sixth sense.

If a games master should choose to bring a character's sixth sense into play he should say only 'You are being watched'. No other information should be given.

Spot Traps. See the rules on 'Spotting Traps and Hidden Doors'. The GM should add 2 to spotting rolls for this skill.

Blather. To be able to 'blather' an opponent or group of opponents the Thief must be able to speak their language. Blathering may be used in any situation, even where the Thief has been caugth red-handed. The Thief distracts their attention by coming out with an either confusing or convincing string of nonsense. The listeners simply stand agog, listening. The character may hold his targets 'spellbound' by blathering for as many movement phases as he has points of 'cool'. At the end of this period the targets realise what's going on and will start to behave normally.

Grapnel. A Grapnel may be thrown at any precipice, window frame, chimney or roof top. The procedure is identical to the normal 'shooting' rules given in *Warhammer* Vol 1. If a miss is scored the Grapnel has failed to 'catch' on its target. A 'hit' is a successful throw – the Grapnel is in place. As much as 10m of rope may be attached to a Grapnel.

Pistols. Pistols are rare but powerful hand weapons. Their shooting profile will be:

	Short Range	*Long Range*	*Attack Strength*
Pistols	0-8"	8-16"	5

Pistols are muzzle loading. It takes two movement phases to reload a pistol after each shot.

Circus Knives. The Circus Knife Thrower uses well made, cunningly balanced, lighweight throwing knives. He or she will have taken great care to teach themselves how to throw them quickly and accurately. A character with this skill may carry up to 6 Circus Knives, usually in the left hand. In a single shooting phase the character may throw as many knives as his or her initiative level. These may be aimed at different targets. Each consecutive target must, however, be within 2" of the last target.

A Circus Knife's *Warhammer* shooting profile is:

	Short Range	*Long Range*	*Attack Strength*
Circus Knife	0-2"	2-5"	1

Bombs. Bombs may be thrown with the same accuracy as an improvised weapon. Whenever a Bomb is about to be thrown the Games Master should roll ad d4 for the length of its fuse in movement phases. Count only the character's own movement phases. It takes a whole movement phase to light the fuse. Once it has burnt down the games master should roll a d6 in secrecy:

1 The Bomb is a dud. It will need a new fuse.
2 The Bomb will explode in a further d4 movement phase time.
3 The Bomb explodes at the end of the following movement phase.
4,5,6 The Bomb explodes.

An exploding Bomb hits all figures within a 2" radius. They each suffer d4 Hits. The Attack Strength of each separate 'hit' should be determined by rolling a d6.

Randomly Generating Thieves' Skills

Characters may not choose which skills their Thief will possess. Instead they should be generated on a d100 using the chart below.

A player rolling the same skill twice should roll again for another skill. The only exception to this is Lock Pick skill. Players rolling lock pick for a second or subsequent time may either take the skill or roll again. For example, a Thief who has taken lock pick skill twice is said to have Lock Pick 2 Skill. Each extra level gives the character a +1 bonus on lock pick dice rolls. Thus a figure with Lock Pick 3 adds 2 to his dice score when rolling to pick locks.

Thieving

The rules below cover most eventualities in any break-in to a building or dungeon

Locks. Each lock is given a rating which refelcts the quality of its manufacture and hence the difficulty involved in picking it. The lowest lock *quality* is 1. This corresponds to an extremely crude, easily opened lock. The vast bulk of locks are rated between 1 and 6. Locks with *quality* better than 6 are very rare. The Gamesmaster may use 7s, 8s or even 9s; but should do so with discretion. These locks will not normally be used on doors, but will be found on safes and treasure

Ideally the games master should specify the quality of each lock in advance. Whenever this isn't possible generate the quality on this chart:

Location	*Generation*
Internal door, 'standard' door, draw and furniture locks.	1d4
Strongroom doors, very-, extra- and 'heavy' door, most padlocks.	1d4+2
Safe, Treasure Chest.	1d4+4

Jumping. Jumping from upstairs windows, off roofs or from trees involves a risk of personal injury. This risk is determined by the height from which the jump is made. It is defined by a *risk number*.

Height in metres		*Risk*
Less than 3	Most walls. Ground floor windows.	0
3	Roof of a single storey building.	1
4.5	First Floor window.	2
6	Roof of a two storey building.	3
7.5	Second Floor window.	4
9	Roof of a three storey building	5
10.5	Third Floor window.	6

Every time a jump is made the player roll d6. If the dice scores higher than the *risk* the jump has gone well and the character suffers no injury. If the score is equal to or lower than the risk, then something has gone wrong – the character may have hit something on the way down or landed badly. In this case the character suffers a single hit. The hit's Attack Strength will be the score shown on the dice just rolled. For example, Thief A leaps from a second floor windown. The risk is 4. His dice roll scores a 2. The jump has gone badly and the character suffers a Strength 2 'hit'. Thief B leaps from the roof of a two storey block. The risk is 3. The player rolls a 6 – no damage done.

A jump takes half of a movement phase. If the character spends the preceeding movement phase lowering himself down by his arms, the jump will be shortened by a good two metres or so.

Spotting. A character who spends a movement phase stationary and doing nothing else may choose to 'search' an area of wall, floor or ceiling. The area searched may be up to 4 square inches on the table. The furthest point in the are may be no further than 4" away from the character's model. The games master should, in secrecy, roll a single d6 for each trap, trigger or hidden door in the area searched. A score of 4 or more indicates that the item has been spotted. Tripwires, crude man traps and the like are automatically spotted.

Gamestesting. The author would like to thank Richard Evans, Richard Priestley, and Richard Stevens for their help in testing these rules.□

This article is based on rules laid out in the new edition of Warhammer *Vol 3 which will soon be available from* Citadel Miniatures.

Score	01-10	11-15	16-17	18-25	26-35	36-40	41-44	45-50	51-56	57-64	65-72	73-78	79-82	83-86	87-90	91-95	96	97-99	100
Skill	Lock Pick	Pick Pocket	Scale Walls	Silent Movement	Fleet Footed	Flee	Quick Mount	Acrobat	Dodge Traps	Acute Hearing	Night Vision	Sense Magical Alarm	Sixth Sense	Spot Traps	Blather	Grapnel	Pistols	Circus Knives	Bombs

Griselda and her friends first appeared in two stories back in WD29 *and* WD30 *and more recently in* WD41 *and* WD42. *A further Griselda story has also appeared in the* Chaosium's Big Rubble.

ALL IN THE FAMILY

A RuneQuest Story, set in Pavis, Glorantha

by Oliver Dickinson

Now it comes on Dark Season, and Pavis starts filling up. Some of the army gets in from the plains, and the late caravans arrive, and adventurers and such come in from all over to take shelter from the weather, and there are plenty of strange faces everywhere you look. The dives are jumping with all the new business, and it takes regulars twice as long to get served, but there are opportunities to make a few Lunars, if you have any wits about you, so nobody is complaining too much except the authorities, as they try to keep track of all the newcomers. Anyone can tell them that this is a waste of time, for few of them will be around for long; because either they will run out of dough and move to Badside, or they will go chasing some crazy scheme in the Rubble, or they will lose a serious argument, or they will break the law some way and be shown the gate or maybe executed. But the authorities are bound and determined to keep track of everyone, because this is just naturally the way authorities are, and so there are patrols everywhere asking to see licenses and so forth, but they do not bother me, for I believe in avoiding heat at all times and never do anything which the authorities will feel bound to ask questions about.

It is not far into Dark Season when Griselda goes into the Rubble with Trolls and comes back in one piece, which is considered quite a feat in many quarters. She stays in Pavis and is seen frequently around Loud Lilina's, which she seems to favour over other dives where you may expect to find adventurers, and we all get used to her presence, for she does not seem to wish to do anything but sit and talk and have a drink or two and maybe get up a crap game or some other betting proposition, like most of the people I know in Pavis. For all I know she finds this relaxing after her exertions, but she never relaxes so far as to leave her sword off, and nobody ever tries to kid her, or touch her for a loan, or sell her a line more than once, for then she turns on that stare of hers and the air gets very cold, even for Dark Season.

Well, one day she is sitting at a table speaking to various citizens, when this guy passes her on the way to the bar. Suddenly he stops and gives her a great whack between the shoulder-blades and cries, 'What ho, Grizzie! Long time no see.' We are all edging away, expecting to see mayhem break out any moment, but she just turns about grinning and says, 'Why, hello, Ferdie! What is bringing you here?' The guy goes all serious. 'I hear our brother goes under around here, and I aim to do something about it. Do you hear this too?' Griselda grins even more, and says, 'Ferdie, I get here weeks ago, and I just finish doing everything about it that needs doing. One of these days you will be late for your own funeral.' 'If that's what it takes to keep living, I will,' says Ferdie. 'Now I am here, you may as well buy me a drink and tell me about it'. It turns out that this Ferdie, whose full name is Ferdinand, is here baby brother, and while he does not seem in Griselda's class he looks to have a fair bit of experience. He is a small wiry guy, much darker complected than she is, and has eyes that are forever switching about, taking everything in, and long slim fingers that I judge may get inside many a pouch in their day; in fact, I never see someone who looks more as if he will try lifting whatever is not nailed down. He and Griselda seem to think fairly well of each other, and she even loans him dough when he mentions that he is not holding very much, and moreover she does this in such a way as makes it clear that she will be very surprised if she gets it back.

The following morning Griselda is showing Ferdie around Pavis, and I am enjoying the sun up against the wall of the Trade Temple when they come to take in the big temples in Founder's Market. Just as they are passing the Air Temple there is a flicking noise, and a throwing dagger is sticking out of the ground between them. I wish to say that I seldom see a quicker piece of work than they put on then, for they are back to back with weapons out in a moment. But there is nothing to be seen except a doll in a doorway of the Air Temple, who is laughing fit to bust.

'I ought to know it will be you, Belladonna,' cries Griselda in seeming disgust. 'What wind blows you here?' and Ferdie voices similar sentiments as they put up their weapons and go over to meet her, but it is plain that they are quite tickled to see the doll, who is tall and limber, with a long bony face and a pleasant enough expression, though she looks at me quite sternly when I wander over to listen in. 'Who is this jerk?' she says, but Griselda says, 'Oh, he does not mean anything. Tell us why you're here, Bella.' The doll looks solemn. 'I hear Rory meets with misfortune here,' she says, 'and as I am in Pairing Stone I figure I will come over and investigate, though if I am knowing they are so down on Orlanthi here and that I will have to pay just to get in, I may think twice about the proposition. I am bit low on dough just now.' Griselda seems to sigh a little, and says, 'That's OK, Bella; I will stake you. As for Rory, I take care of that a while ago.' 'You must tell me about it,' says Belladonna, and since I know this story very well by now I leave them.

That afternoon there is word of a caravan coming in, and I go along to the gate to watch them come in, and just as I get there Griselda and Ferdie and Belladonna amble up. Most of the caravan comes through, and then we hear this racket, and it is some old guy yelling that he never pays anything to enter Pavis in the old days and it is a scandalous imposition. Griselda closes her eyes for a moment and says, 'Oh no,' then marches off to the gate, and the others follow. There is this big old guy wearing pretty fair armour and carrying a great big sword over one shoulder, waving his fist at the clerk, and the guards are looking nervous. Belladonna cries, 'Father!' and Ferdie says, sounding very exasperated, 'you're supposed to be retired, Uncle Brand,' and they move in to calm him down and edge him off while Griselda squares the clerk and the guards. They get him to sign his form, and as he comes away he is saying to Griselda, 'Well, your father allows he is too old to be travelling at this time of year, and maybe he is right, at that, but I feel something must done for the sake of our family honour, and I am glad to see that you youngsters feel the same way. Do you get a line on Roderick's killers yet?' 'Uncle Brand,' says Griselda, very patient, 'I settle this matter already, and the best thing you can do is head back home; I am surprised Aunt Gunnvara lets you come.' 'Humph,' he says. 'I will go when I am good and ready. So you settle it, eh? I hope that means what it ought to mean.' 'You can bet on it,' says Griselda, rather sharp, and their eyes meet, and I see that though his are grey, they have that same look that Griselda can put on, and though it is a sunny day I feel very cold all of a sudden. Belladonna and Ferdie are also looking a little grim, and for a moment I think I am looking at a bunch of wolves, at least, and I get to wondering if Griselda's family are all ogres or werewolves in disguise. Then Uncle Brand laughs a little, and says, 'Do you make anything along the way? My purse will blow away in a high wind, there is so little in it; expenses are going up terribly since I am last this way.' Griselda groans and casts her eyes to heaven, while the others laugh. 'Trust Grizzie for that', says Ferdie, 'she is always holding something.' 'Well, let us get somewhere I can sit down and rest my old bones and cut the dust out of my throat,' says Uncle Brand. 'I wonder if any of the places I am knowing once are still open?'

Well, this is quite a situation, to be sure, with one after another of Griselda's relatives coming out of the woodwork, and some of the guys bet on whether any more will show up, but it seems the supply dries up. It is widely felt that this is just as well, for if they are all like her Uncle Brand, whose full name turns out to be Herubrand, Pavis will be stood on its head. He insists on touring the Pavis grog-shops, one and all, and is most indignant when he hears of the curfew, and nothing will do him but to go on down to Rowdy Djoh Lo's in Riverside, where the watch never go if they can help it, and Griselda goes with him, but Ferdie and Belladonna go to bed. Here it seems that Uncle Brand badly embarrasses Snakefang by remembering him when he is so high, and beating him at mumblety-peg, but this is nothing to what a bunch of the local street gang, the Dolphins, are suffering. They come upon Griselda and her uncle as they are heading home, finally, and they are not recognising Griselda, but just see an old man and a doll, and they figure here is some easy game to hassle, as street gangs love to do on their own patch. Well, Uncle Brand only has a cudgel with him, and Griselda goes easy with her little slicer, but it is reliably reported that the Dolphins who meet up with them are now retired, and furthermore that they will jump a foot to a foot and a half any way you like if Griselda or her uncle is mentioned in their presence, though none of them are hurt so very bad, at that. But it seems that Uncle Brand no longer has much staying power, for he spends the next day in bed complaining of the booze they serve nowadays, and this is surely a relief to Griselda, who is all tuckered out walking him around the town.

Now at this time the town is quiet as far as nefarious activities are concerned, for with patrols all over many hard guys judge it best to keep their heads well down, and they hole up in Badside or Riverside or even go to ground in the Rubble, and Wolfhead is among them, so he does not get to meet any more of his relatives. But not so long after Griselda's relatives come to town it seems like a wave of crime is hitting Pavis, what with purses disappearing, and break-ins, and a little quiet mugging of rich guys' servants out late on errands, and though no harm is done and none of the scores are very large, the citizens start howling for protection. Now Constable Jorjar can put two and two together as well as anybody, and he starts eyeing Ferdie and Belladonna and even old Uncle Brand with suspicion, because somehow he gets the feeling that these are characters worth watching. This may be on general principles, because they are Griselda's relatives – though Griselda is keeping her nose clean, and is always in the public eye – or it may be that he latches onto some of the rumours that are going around, such as that Ferdie is the well-known dip called Furtive Ferdie, or that Belladonna is sometimes called Blindfold Bella because she can open most any ordinary lock blindfolded, or he may dig up something about Uncle Brand's activities in Pavis when he is younger. Anyway, there are soon plenty of guys keeping an eye on Griselda and the rest, and not being too coy about it either.

Well, all at once there is no more crime, or

at least not much, and Griselda's relatives are all on view with her, or anyway following some harmless pursuit such as eating or drinking or sleeping or pricing goods in the honest parts of town, and the authorities cannot catch them out of line on a thing. But they do not relax their vigilance much, figuring that it is only a matter of time. Sure enough, one night all three are eating with Griselda at Geo's where all are members in good standing, and then her relatives all go off in different directions and different times, making like they are attempting to avoid notice. This causes much excitement in law-enforcement circles, and almost all the watch take off after them, and extra forces are thrown into the pursuit. But it seems that they go up and down, and round and round, until those trailing them are plumb worn out, and they do not do a thing, except that Belladonna marches into the Air Temple and does some loud praying to Orlanth, and Uncle Brand raises quite a beef in Bob's Bisonburgers because he claims he finds a bit of bridle in his burger. But what comes as a great surprise is that while all this activity is going on, some daredevils knock over a big warehouse, which has no outside cover at this time because of all the excitement, but only a few inside men, who get bopped on the head. Most of these never know what hits them, and they certainly can give no information on the miscreants, for these are masked and covered up, and it is all a great mystery. It is reported that some of the regular heavy lifters are peeved at this trespassing on their preserves, so it does not seem that these are from an established mob, and there is even a whisper that they are trolls from the Rubble, and few will believe this.

Now the authorities find it difficult to believe that Griselda's relatives have nothing to do with this, and so they are hauled in for a little light grilling, and their lodgings are searched, but nothing can be found amiss. So they are politely asked to favour Pavis with their absence, preferably for ever, and out they have to go. I will not care to be going out onto the plains during Dark Season myself, but this does not seem to bother them, and in fact they seem to be in fine fettle. Griselda bids them a fond farewell, and then she returns to Lilina's and settles into her usual chair with a big sigh of relief. 'Relatives!' she says. 'You are glad to see them come, but even gladder to see them go.' There are eyebrows lifted at such an attitude, but it is speculated by some that Griselda feels her relatives are causing too much heat around town when she wishes for peace and quiet, and this seems to be confirmed by further comments of hers during the day, in which she refers to being plumb worn out chasing after her uncle and trying to keep him out of trouble, and fed up with staking the whole bunch.

Once the evening sets in the night-watch, who are all trollkin, take over, and to the surprise of one and all two of them drop in at Lilina's and have words with Griselda, which sounds rather brusque. Of course, they are speaking in Darktongue, which most of us cannot make head or tail of, but one guy at the back of the room sits up, and this is the guy whose topknot Griselda once removes for doubting her word. He has some Darktongue, and clearly understands what is being said, and when the trollkin depart he bursts out, 'Can this be true? Do you really fink on your relatives?'

Now at this there is dead silence throughout the joint. Griselda turns round to look at him, and the guy is edging back, looking as horrified at what pops out of his mouth as everyone else, but then she just shrugs and says coolly, 'Sure I do, but you hear what is said. Constable Jorjar is not pleased that my tip-off turns out a frost, and refuses to pay what I am promised, so I am out of pocket, and moreover I must now watch my step or I may wind up in the slammer. Constable Jorjar cannot get it out of his head that we are implicated in the warehouse job somehow.'

We all digest this, and then someone asks, 'How are you out of pocket?' 'Why, because I give as much as I am expecting in reward to my relatives,' says Griselda. 'You do not think I will fink on them without telling them, surely? It gives them a bit of a stake, together with anything they may accumulate here.'

Well, there is much scratching of heads at this, and no one can figure out what in the seven hells Griselda is up to, and she must perceive this, because she begins laughing like anything. Finally Lilina speaks up, and says, 'Do not keep us all guessing, Griselda, but cough up, or maybe the word will get around that you are a fink, and without explanation.'

Griselda narrows her eyes a little at this, but for once she is on weak ground, and she knows it, for nobody loves a fink except the authorities, and they seem to despise them although they make use of them.

'OK, OK,' she says, looking resigned and spreading her hands, 'but this positively must not get to the wrong ears, or I am in bad trouble, and I will remind you that I have a number of friends around who may not get pleasure from the thought that I am in bad trouble.' Of course, we all know that this is very true, what with Wolfhead and his gang, and Snakefang and his boys down at Rowdy Djoh Lo's, and Churchar the Quick and his bunch of runaway trollkin, who are on good terms with Griselda, and maybe Javis Gan and other trolls in the Rubble, and who knows what all else, so we all swear blind not to let the story get to the wrong ears, and I advise you to do the same.

'It all comes of Uncle Brand showing up,' she says. 'He is quite a rascal when he is younger, and coming out of retirement is bringing back old memories for him. He feels that the authorities do not treat him with sufficient respect, and aims to get even. So he puts Ferdie and Bella up to a few little escapades, not that they are needing much encouragement, and I am going nearly crazy, because I know that it is only a matter of time before they are nailed, and I do not wish to see them nailed. Uncle Brand cannot see that things are a lot tighter now under the Lunars, and he is determined to continue whatever I say. So to save them from themselves I tell Constable Jorjar that if an eye is kept on my relatives it may lead to something big, and they have to pull their horns in. But I have my own plan, and make contacts with I will not say who and suggest that they make use of any opportunity that may occur while the watch are chasing around after my relatives. This suggestion is pleasing to my contacts, and they promise a percentage if all goes well, and I bring my relatives in on it, though considering what they cost me in dough and lost sleep I will be justified in keeping it all. Of course Constable Jorjar thinks my relatives are involved in the warehouse job and hope to find incriminating evidence, but there is nothing to be found, for the pay-off is not organised that way. But it is just like old times for my Uncle Brand to be hauled in for questioning over a big job, and it sets him up wonderfully, while Ferdie and Bella do not mind, as they figure they will come out ahead and have confidence in my assurances. It all comes out like I figure, for you can still get a pretty fair shake from the Pavis judge in this town, whatever the Lunars feel about it, and leaving town means nothing to them.'

'But are you not worried for the safety of your relatives, out in the wilds in Dark Season?' asks someone.

Griselda grins. 'I will be a lot more worried for the health of anything that they meet that tries to mess with them, unless it is a hungry Giant,' she says. 'We are trained to take care of ourselves in the family. It is just tough that my brother Roderick is a slow learner.'□

Starbase is a regular department for Traveller, *edited by Bob McWilliams. This issue, something on modulating NPCs.*

Extending UPPs for NPCs

by Bob McWilliams

The UPP (Universal Personality Profile) is a central aspect of the *Traveller* system, yet is one of the least discussed elements of the game. This is probably because the personal characteristics are simple to generate and to use, and have stood the test of time. They work well for player characters (especially when taken with acquired skills), but experience has proved that, for me, a little expansion is sometimes desirable when refereeing important non-player characters (NPCs). Being of a basically lazy disposition, I do not enjoy having to continually invent new character descriptions for NPCs and have developed some additional UPP characteristics (for use with NPCs only) over the years. Some will prove of more use than others, depending on the situation for which the NPC is intended. It isn't necessary to use them all, every time – remember, they are simply referee aids, so watch out for counter-productive paperwork!

Loyalty (Loy). This is by far the most useful NPC characteristic. It is used as a measure of the NPC's loyalty to a person, organisation, ideal, etc, including (when relevant) loyalty to the players. Players will often need to try and gain the loyalty of NPCs – of guards, bureaucrats, informers etc. One method of regulating this is to throw 1d6 and add any player skills such as Bribery, Leader, Streetwise, Liaison, Admin, as appropriate; the NPC will side with the players if the total score exceeds the NPC's Loy rating. A better way, I feel, is to evaluate the effects of player's actions over a period of time by adding or subtracting points from a total – points being worked out on the basis of how player's actions appear from the viewpoint of the NPC.

Determination (Det). This is the mental/spiritual counterpart of Endurance – it might also be termed application to a task, and includes ambition as well. For NPCs, Det is used to measure ability to stick to a given task or course of action, and thus also indicates the level of opposition that will be put up with before quitting. As Det is tied to some extent to Intelligence, Det is thrown for by the usual 2d6 and then compared to the score for Int. If Det is higher than Int, decrease Det by one. If Det is lower than Int, increase Det by one. Det may be used whether the NPC is working for or against the interests of the players. Referees can invent a series of rolls that use 1d6 plus a figure that rates the degree of difficulty of a task – if the total exceeds Det, then the NPC will refuse to do it.

Charisma (Cha). Cha may sometimes be useful when the general appearance, demeanour and personal magnetism of an NPC is important. In a way, it is the reverse of the Loy characteristic; the NPC's ability to convince the players that something is true or some course of action is best. I use Cha only infrequently, but it does serve a purpose on occasion. Liaison, Leader and Streetwise skills, if possessed, add to the Cha score.

Luck (Lck). A referee has problems regulating NPCs because he knows a lot more about the situation than any player or NPC. Most of the time, common sense and experience will tell the referee what an NPC can and cannot know – but there are always occasions when the NPC might make a lucky guess at adding two and two together. Will a guard hear or not hear the characters stealthy approach? These types of situation can be regulated by a Lck rating, in the same manner as with Det. If exceeded, the NPC has missed his chance.

Finally, let's take a look at some of these in action, in a relatively simple situation. Our players have landed at a starport on a fairly rigorously controlled world. About their persons are a few doses of combat drug, which will fetch a high price in the right hands and finance various operations they have in mind. They leave the Imperial territory of the starport, and approach the world customs barrier.

In charge of the immigration/customs desk they approach is one Halvor Dick. His characteristics are:

Str	Dex	End	Int	Educ	Soc	Loy	Det	Lck
7	8	6	8	5	5	4	7	9

Age: 34 4 terms
Electronic -3, Admin -1, Computer -1, Revolver -1, Revolver.

Our players hand over their immigration (visitor category) papers, and state they have nothing to declare except for personal blades (the Law Level of the world is 7), and various papers connected with buying and selling cargoes – which is their stated business. Note that Halvor has low Loyalty, average Determination and relatively high Luck.

Throw first on Luck. Spotting something uneasy in the player's manner I rate at four (out of six), and the die roll is a four, total eight. Halvor is suspicious, though not absolutely certain the players are hiding something. He begins to go through the player's luggage. The players are obviously alarmed – drug smuggling is a serious offence here, but they know that on this type of world corruption is usually quite normal. They risk a small bribe. Avarice easily gets the better of Halvor (throw on Loy – this time it is loyalty to the government – a bribe is rated three, plus a die roll of five (total eight) – boy, is he keen on money!), but he smiles condescendingly at the amount offered (average Det). On raising the amount his Det is soon passed, and the players are free to enter the world. (The players offer Cr100 – I class this as one, plus a die roll of three, total four – not enough. Then the players offer Cr300 – I class this as there, with the same die roll – total six, still not enough. Lastly, the players offer Cr500 – classed as five, plus three equals eight, which Halvor accepts – he would have taken Cr400).

Normally players would not know the various extra UPP characteristics of an NPC – though they will become obvious, at least approximately. Work out how you would referee that situation without Loy, Det and Lck and if the answer is long or less realistic, try expanding NPC UPPs.□

THE BLACK BROO OF DYSKUND

A RuneQuest Cavern Crawl by Ken Rolston

Referees will need the RuneQuest *rulebook and the* Cults of Terror *supplement.*

PLAYERS' INFORMATION

1. Torkul's Caravan and Used Merchandise had become a shabby enterprise in recent years, and was never more than marginally successful. His wagons were always rickety and in need of paint; his horses looked like badly-worn rugs stretched tight over knobby frameworks. Nonetheless, when his wagons were found plundered and the sorry beasts butchered, there was a general stir and sincere grief over the presumed death of the missing Torkul and his driver, Mirko. The young labourer Moffi, though horribly maimed, managed to escape by hiding in the tall grass by the road. He could tell the authorities very little, but one clear image remained indelibly printed on his memory. A great black broo wearing a waistbelt of severed human heads took Torkul from behind with a stranglehold and dragged him off into the brush. Horrible as this vision was, Moffi insisted on one far more appalling detail; one of the severed heads turned its eyes in Moffi's direction and opened its jaws wide in the emptiest of silent screams. That scream now haunts Moffi in persistent nightmares.

2. Carm Klecler, a loafer and former adventurer, sat in an almost empty tavern in midmorning. A slight young farmer entered the tavern wearing heavy work gloves and carrying a large piece of delicate, irridescent insect wing on his shoulder. The tavern master eagerly offered a handful of gold coins for the wing; the farmer instantly thrust away the taverner's outstretched hand and spat explosively at the gold coins as they bounced on the bar. The farmer then looked about suspiciously, turned, and swiftly stepped out into the street. On an impulse, Carm rose and discretely followed the farmer, who saddled up and rode directly out of town. Carm shadowed him several miles to a small farm nestled in the limestone hills of Dyskund Valley. After watching the farm for an hour, he saw the farmer leave his back door and take a path leading into the hills. Carm carefully followed him and was surprised when the farmer suddenly seemed to disappear. Searching carefully, Carm discovered a cool draft of air emerging from a very small hole in the ground. Carm carefully marked the spot in his memory, then returned to town where he consulted a friend, a Yelmalio initiate, who immediately identified the farmer as a Thanatar cultist from the farmer's violent reaction to the gold coins, since gold is a metal sacred to Yelm and other Sun-Rune cults, and thereby cursed by the Dark-worshipping Thanatar. Thus was a hidden cult of Thanatar revealed.

REFEREE'S INFORMATION

One may simply offer this adventure to the current characters in the local campaign; alternatively, new characters may be rolled up for an evening's entertainment or for a new campaign. Here are some suggestions for particularly appropriate parties.

Peasants with Torches. This may provide an evening's diversion, run in Hollywood style, where a lot of extras die, but the heroes prevail against impossible odds through cleverness and bravery (and the overconfidence of the opponent). The players should bring a hoard (20-25) of poorly-armed, militia-experienced townsmen, expecting to lose most of them.

Berserk Fanatic Chaos Foes. Here is a perfect outing for rabid anti-Chaos cultists like Storm Bull and Yelmalio. A particularly interesting party might be comprised of Zorak Zoran Trolls; with their special underground adaptions, they are ideal for this kind of operation.

Cautious Professionals. A sensible and intelligent town council decides to hire this task out to a trained mercenary unit made up of first-class warriors, well-equipped and experienced, with imposing magical support. This will cost the town plenty, but the council has confidence that the contract will be fulfilled.

The Opposition

The antagonists in this drama include a Rune Priest of Primal Chaos with his tame Chaos spawn, a Thanatar priest and his two initiates, and a cast of thousands of crawling, loathsome cave creatures.

Nanni, Rune Priest of Primal Chaos. Nanni has two Chaotic Features, and the contempt and persecution he has suffered on account of these features has embittered him against the world. The deep caverns on his farm contain ancient Chaos gardens and nurseries that have been cut off from the world for a thousand years. When he discovered this dormant Chaos hive, Nanni, already a Primal Chaos initiate, determined to become the Rune Priest of the long-abandoned Chaos Pit deep in the caverns. Once he had become a full priest, he would send forth his warped creatures to wreak vengeance on the world.

However, Nanni was aware that he must belong to another Chaos cult before he could become a full priest of Primal Chaos. It is very difficult to discover and contact the suppressed Chaos cults; his initial efforts were▷

▷unsuccessful. In the end, mere chance ordained that a Chaos cult would discover Nanni. While scouting the hills for prospective caverns for a new temple complex, an ambitious Thanatar cultist also eager to become a Rune priest came across Nanni. In return for sharing the secrets of the caverns on his farm, Nanni became a Thanatar layman, and thereby became qualified as a full priest of Primal Chaos. Further, Drukgt, the Thanatar broo who initiated Nanni, has obtained a pledge of his cult's assistance in the heavy work of opening up wider exits from the caverns. Now Nanni spends most of his time tending the revolting plant growths and mutant spawn of the cavern depths, impatiently awaiting the day when his beasts are set loose on the world.

Nanni's strategy. Once he detects intruders, Nanni will first head to Area E and wash away the salt crystals, releasing the dragonsnails into the luxurious Chaos Garden area. From there he will try to get to Area M (the Hornet's Nest) to gather his bodyguard of domesticated walktapi and dragonsnails. He will travel the long way around via Area I, Area K, Area N (where he will unblock the entrance, releasing any small walktapi), and around to Area M. If Nanni is panicked, he'll take the direct intermediate level route, braving the undead; this is very dangerous, and he will avoid this is at all possible. Once he has collected his beasts at Area M, he'll move back to the Temple Hall, concealing the creatures in the dark slime, and hiding near the exit passage. Nanni will do what he can to defend the temple, though he is far from being brave or aggressive, and he will never risk his own skin.

Drukgt, Rune Priest of Thanatar. Drukgt's rise through the temple hierarchy to full priest seemed blocked until he discovered this ideal site for a new temple. He was easily able to convince the High Priest of Dark Truths to give him the responsibility of exploiting this possible resource, earning him a full priesthood and a small staff of subordinate Doomed Ones. Drukgt openly expresses enthusiasm for Nanni's plan to enlarge the cave exits and release the Chaos spawn, but secretly he intends to stall this labour with counterfeit obstacles, claiming engineering problems and lack of materials and labour. Drukgt fears that wholesale release of monsters on the countryside would make it impossible to keep the cavern a secret; instead, Drukgt plans to exploit Nanni until Drukgt can control the Chaos beasts himself; then he intends to bump Nanni off and reign supreme as the High Priest of the largest Thanatar complex in Sartar. Drukgt's ambitions are suspected by the Thanatar hierarchy, however; they have established a spy in Drukgt's staff (Backer, the ogre Doomed One) who reports back to his superiors of Drukgt's treachery. Backer, eager to advance his own fortunes, might betray Drukgt at a crucial moment if Backer felt he could gain advantage from it.

Drukgt's strategy. Drukgt is more aggressive in his defense of the cave than Nanni. He will send the ogre out after the group to determine their strengths (and to inflict maximum injury with minimum risk). While the ogre is gone, Drukgt will set Mogo, the scorpionman Doomed One, hiding in ambush in the Chaos Garden near the Deep Shaft approach to the temple. Drukgt will take the post at Area G himself after he has packed everything for a quick getaway. When the ogre returns, Drukgt will assign him the post at Area G and return to the temple to decide on a plan. If the opponent is fairly weak, Drukgt will maintain his current defensive position, letting the opponent come to him. If there is an attack, Drukgt will either support Mogo at the Deep Shaft or call for regrouping in the temple, where he may elect to fight or to evacuate.

If the opponent seems very powerful, Drukgt will organize his force to seek out the PC party with hit-and-run tactics, trying to link up with Nanni and co-ordinate attacks. The greater the foe, the more reckless Drukgt becomes; the prospect of a great victory will have major political importance for his standing in the cult hierarchy, entitling him to a larger staff and perhaps the High Priest position in his envisioned cave complex.

Adapting the Scenario to Party Strength

For weaker parties, assume that Nanni, his tame Chaos beasts, and the numerous ambient menaces of the caverns will suffice to challenge the players. Drukgt and his Doomed Ones will pack up at the first sight of trouble and escape through the rear exit, taking the temple trappings with them. They plan to return after things blow over.

For intermediate parties comprised of 6-8 skilled and well-equipped adventurers, with perhaps a little Rune Magic support, assume the group will catch the Thanatar cultists flat-footed in their temple without any warning of the party's presence. With ambush, choice of terrain, and proper preparation, the players should achieve a decisive defeat of the Thanatar cultists. Nanni's beasts may be encountered if the party is persistent, though Nanni will probably escape.

For strong Rune Level parties, assume the Thanatar receive forewarning from Nanni or from successful scouting activities, and let the Thanatar use their superior knowledge of the terrain to surprise and ambush the group. For a maximum challenge, assume *mindlink* co-ordination between Drukgt and Nanni, a series of hit-and-run ambushes on the party, encirclement (cutting the PCs off from the sole known exit), and a climactic pitched battle with Thanatar and Chaotic beasts under the joint direction of Drukgt and Nanni.

REFEREE'S NOTES

The Caverns. The cave is divided into three zones. The *Upper Level* has been carefully explored and mapped by Nanni. There are several large chambers where Chaos gardens thrive on noxious minerals in the numerous thermal pools. The humidity and sulphurous odours are apparent as one approaches these areas. The pools are brightly coloured in torchlight, stained in the mineral deposits. The *Intermediate Level* is largely abandoned and untravelled, teeming with restless spirits and undead from the First Age occupation of this area by Vivamort cultists. The *Lower Level* is completely overrun by dragonsnails who feed in the inky blackness on Chaos vegetables, blind snakes, insects, and gorps that flow silently through the eternal night of thermal pools. The rooms and areas on the map are named by Nanni after distinctive visual landmarks; for example, the Three Sisters in Area B are three columns that grow together in the centre of the hall, suggesting a group of three human figures. The height of the passages and halls is presumed for simplicity's sake to be the same as the width. In general the Intermediate and Lower Levels have not been provided with detailed descriptions. The referee may either employ the random encounter tables or prepare more detailed notes on these regions himself.

Tracking. Using the Tracking skill in the caves will be very helpful. The Thanatar leave distinctive tracks wherever they go; even where no impression can be made on hard stone, the carbon deposits from the smoke of their torches can be seen on the ceilings of the smaller passageways. Nanni, on the other hand, uses only candle and oil lamps which leave no soot, and he tends to leave few footprints, since he is rather reluctant to get his boots muddy. His traces can be found throughout the cavern, but offer little clue to their age; only a Critical Tracking Roll would enable a character to discern the most recent path taken by Nanni. One frequently used path from the entrance through the Chaos Garden to the Primal Chaos temple has received a lot of travel by Nanni, and shows it. The trail will be lost in the Icicle Walk, but may be picked up again beyond 'The Crawl.' The party will frequently find candlewax deposits on ledges throughout the caverns where Nanni has been mapping and exploring.

There is clear evidence of frequent trips by broos, scorpionmen, and humans from the Thanatar temple along the tunnel past Area G, through the Chaos Garden, and thence to the Primal Chaos temple. The ogre and scorpionman are prohibited from travelling east of the Thanatar temple unless going to the Primal Chaos temple, though Drukgt's footprints can be found throughout the upper level which he has explored extensively.

Squeezes. There are many passages in the cavern too small or obstructed to permit free travel. These places are called 'squeezes', and are marked by a code number (eg S12). The number is the largest SIZ that may pass without a danger of getting stuck. The chance of getting stuck is that number subtracted from the character's SIZ and multiplied by 5%. Additionally, for each point of protection worn on the body's best protected area there is an addition of one point to the overall SIZ rating for the purposes of determining whether a character gets stuck. No character may pass through any squeeze 6 points smaller than his SIZ rating (including adjustments for armour worn). Any squeeze smaller than an S8 prohibits the passage of large shields, long spears, and any other item deemed too bulky by the referee. If a character becomes stuck, he has three chances to get unstuck, each of which take a full turn. The percentage chance to get unstuck is Power x 4%. If a character fails all three of these rolls, he is 'really stuck'. To attempt to get free, a character must roll the Strength of those attempting to get him unstuck against STR 20 on the Resistance Table. Each attempt costs 1d6 in damage to the victim, plus one extra point of damage for each point of Strength over 20 that is used to pull him loose. Each attempt takes a full turn; adding the strength of those assisting presumes credible access to the victim, whether pushing or pulling or hauling on ropes. This may be attempted as often as desired, even after the victim has died.

THE ENCOUNTER AREAS

A. The Entrance. Just inside is a crate of candles, two spare candle lanterns, two crates of 6 quarts of oil each, and a pair of oil lamps. One lamp is always lit.

B. The Three Sisters Hall. Caches of ropes, climbing equipment, and emergency food. Here the party may encounter normal rubble runners and vampire bats. The bats enter and exit through a high, tiny exit (S1 squeeze).

C. The Chaos Garden. Once a cultivated source of food for a large underground population, the garden has run riot for centuries. The party will scent a rich, sweet odour of corruption as they approach the hall, and the temperature and humidity will rise perceptibly. Within the hall itself the growth is so lush as to be impenetrable, except along the walls where paths are worn and the growth is cut back. The plant life itself is predominantly white and translucent, pulpy and slimy; some of the fungi and mushrooms grow to heights of 20 meters of semi-rigid trunks. Simply touching certain plants causes them to burst explosively, covering characters with a thick spatter of sticky, noisome fluids. The cavern floor is awash in a moist mixture of plant excretions and mineral waters; the smell is so shocking that regular constitution rolls are necessary, or the character pause to gag and choke for several minutes. Along the walls the party may encounter blind rubble runners and giant insects; deep in the garden itself the adventurers may encounter a variety of blind snakes and insects.

The Deep Shaft is a secondary, less-well-guarded approach to the Thanatar temple. It is concealed by thick vegetation, but traces of a passage may be noticed branching off from the path along the northern wall. Once discovered, this shaft can only be negotiated with climbing gear, and Climbing rolls must be

made. If a Climbing check is failed, the victim takes one tenth of the number of percentage points by which he missed the roll as damage which must be distributed equally over two randomly determined hit locations. This damage ignores armour. Armour worn subtracts 5% from Climbing skill per each point of protection in the best armoured location.

D. Stone Pines. Here the rock formations resemble Christmas trees. The floor is very irregular. A faint draft of air runs through a small air shaft (SIZ 1 squeeze) to the outside. Encounters here may include rubble runners.

E. The Shaft to the Dark City. The floor here is strewn with tiny translucent crystals – rock salt that prevents the dragonsnails from entering the main hall. Dragonsnails avoid salt, which causes them severe pain since it dissolves the slime they travel on. This steep shaft may only be negotiated with equipment and Climbing rolls (see Area C notes).

F. The Snail Halls. The entire Lower Level south of *The Canal* is the province of the dragonsnails. They feed here on blindsnakes, algae pools, and Chaos fruits. The Canal is a tunnel filled almost to the ceiling by a hot pool filled with noxious mineral poisons. This discourages the passage of dragonsnails, though they can travel through here if they must. A human travelling through here must make his Swimming roll or swallow a mouthful of this poisonous water (mineral poison 4). All of the passages in the Snail Halls may be blocked in places by pools of up to three feet in depth; 10% of these pools contain a gorp. The referee may specifically locate these numerous pools on his map or roll on the table below.

Snail Halls Random Encounters
Check every 50ft
01-20 Pool (10% chance of a gorp)
21-40 Dragonsnail
41-00 No encounter

G. The Scorpionman Guardpost. This approach to the Thanatar temple has two consecutive squeezes. After the second, Mogo, the scorpionman, waits in ambush unless Drukgt has directed otherwise.

H. Thanatar Temple. The east and west entrances to this room are guarded by Thanatar head ghosts. The faces of Torkul and Mirko, victims of the caravan attack, can barely be recognized on the rapidly decaying heads. The room is lit by Darklight lanterns. On the northern wall is a rough wooden altar lit from behind by a great Darklight lantern. The altar bears a crude painting of a cloaked humanoid figure holding aloft a horned skull. The painting and altar are inlaid with tarnished silver. A group of stakes and tethers represent this new temple's prison, and a stack of crates contains the library which by custom is found in every Thanatar temple. The new priest has not had enough time to set up proper undead guards. The accommodations are grim; pallets of straw are covered by rough linen. Boxes of supplies lie about the cave in disorder; the Chaos folk aren't even fully unpacked yet.

If surprised, the broos and the ogre will be found here studying, since there is little else to do in the temple. They spend much of their time squabbling over minor details of cult duties and responsibilities. The party members may overhear an argument in progress as they approach the temple. There is little treasure to be found here; the tarnished silver is worthless, unfortunately. However, one chest contains 1000L worth of small gems which the ogre uses to purchase needed items when he makes his rare visits to town in disguise.

I. The Icicle Walk. An icy draft rushes through this section of the cavern from west to east. Water dripping contantly from the roof of the passage has frozen in weird and beautiful shapes and colours. Torches are blown out immediately; lamps and lanterns are not affected. Ice on the floor prevents effective tracking.

J. Abandoned Vivamort Temple. All along the walls of this passage and down into the Intermediate Level the sides of the corridor are skilfully painted with fanciful depictions of the Underworld, with the runes of Chaos, Darkness, and Undead cunningly worked into the composition. The paint is faded and obscured in places by mineral deposits. Downslope from the upper passage is a giant mass of skeletons and corpses. This was a stockpile for a vampire priest who was slain before he could utilize these resources. The cool, dry air preserves the centuries-old bodies, and no creatures scavenge here. Characters will feel a chill not accounted for by the temperature and a vague sense of menace and revulsion will stir their imaginations. From the Candle Room east as far as the Crystal Garden, the second level is filled with ghosts, spirits, skeletons, and zombies left over from a century ago. Driven by the hatred for the living instilled by their long-absent master, each will attack mindlessly until it is destroyed; neither the Doomed Ones nor Nanni will willingly travel these grim corridors.

Random Encounters
Check every 50ft
01-25 Skeletons (1-6)
26-40 Zombies (1-4)
41-50 Spirits (1-4)
51-55 Ghost
56-00 No encounter

K. The Crawl. Another tight squeeze with a Walktapi guard set by Nanni with orders to destroy any who come this way. The creature conceals itself until a character begins to squeeze through the narrow passage; it will then spring from hiding and attack the character while he is still in the passage.

L. The Garden Gate and the Crystal Garden. The Gate is a tunnel filled with exceedingly sharp crystals that will slice through up to three points of armour. Any fall in this room will cause a d6 wound to a randomly determined hit location, ignoring three point of armour. A DEX x 5% roll must be made for each 10ft travelled along the 40ft long passage to find out when and if a character falls.

The Crystal Garden contains over 100 useful magic crystals. It also contains thousands of worthless crystals and about a thousand dangerous magic crystals which are indistinguishable from normal magic crystals. There is a 01% chance that any given crystal is really magical, a 10% chance that a magic crystal is a useful one, and a 90% chance it is a dangerous one. Dangerous crystals are as follows: 01-20: *Power Stealing Crystal* – permanently steals one point of Power used to attune it. Explodes for 5d6 damage, 20m radius, when it has stolen 5 Power points. 21-40: *Power Stealing, Type II* – Steals 1d4 Power points when one attempts to attune it. 41-00: Seems to be a *Spirit Trapping/Power Storage Crystal*, but really dissipates Spirit and Power whenever it is used. Will appear to be functioning normally until the spirit or power is called on.

M. The Hornet's Nest. This was once a giant hornets' nest; husks of the dead creatures lie everywhere. This implies a larger exit to the surface somewhere nearby (at the referee's discretion). Here Nanni keeps two tame walktapi and two tame dragonsnails which he uses for labouring in construction and maintenance, for tending the gardens, and for transporting fresh Chaos vegetables and filth to the walktapi nursery and the dragonsnails halls. These creatures have also been trained as bodyguards, and will follow Nanni's orders as well as their limited intelligence permits.

N. Walktapi Nursery. Here walktapi grow and multiply in the dark. Nanni feeds the nursery with great heaps of Chaos vegetables. He has already begun to drop little chunks of walktapi along the roads of the region, knowing each will grow up some day to be a great monster.

O. The Stone Court. Nanni has carefully lit this room with several oil lamps which he keeps burning at all times. The colourful, translucent, lustrous rock formations reflect and refract the light, creating a fairyland vision of beauty. This is Nanni's personal self-indulgence; here he is the High Priest, and Lord of a magnificent hall outshining the splendor of many a noble's castles in the outside world.

P. The Pit (the Primal Chaos temple). This room is unlit, damp, and foetid. A deep muck fills the floor of the hall to a depth of from one-to-three meters. The muck shifts, sucks, and swirls slowly; foul gases burst on the surface, splattering the walls and ceiling with a thick grey ooze. Here, over a thousand years ago, the first Primal Chaos initiate received his Chaotic Feature. For a thousand years this ooze has had no priest to honour and worship its fecund powers; now the Primal Chaos begins once again to rise through the cracks in the earth, offering its rich and magical essence to those who would worship.

THE ANTAGONISTS

NANNI, RUNE PRIEST OF PRIMAL CHAOS, LAY MEMBER OF THANATAR

STR:	12	Right leg	(01-04)	2/3
CON:	7	Left leg	(05-08)	2/3
SIZ:	12	Abdomen	(09-11)	2/3
INT:	10	Chest	(12)	2/4
POW:	19	Right Arm	(13-15)	2/2
DEX:	13	Left Arm	(16-18)	2/2
CHA:	9	Head	(19-20)	2/3
Move:	8			

Hit Points: 7
Defence: 5%
Dagger: (1d4+2) SR8, 40%, Parry 35%, Points 12.
Garrotte: (1d6+1) SR8, 35%, Points 3.
Spells: *Befuddle, binding, countermagic 3, detect enemies, detect spirit, detect undead, healing 4, ignite, invisibility, mobility* (one permanent point of *countermagic* vs Fire/Sky-related cults).
Rune Magic: Chaos Feature – 7 fingers on each hand; regenerates 1d6 points of damage/round.
Skills: Climbing 80%, Map Making 80%, Swimming 55%, Listen 90%, Ambush 40%, Hide in Cover 65%, Move Silently 65%, Farming 35%, Chaos Farming 75%, Chaos Creature Husbandry 45%.
Languages: Sartar 65%/35%, Darktongue 35%/20%, Chaos Speech 40%.
Geas: Always challenge Lankhor Mhy worshippers to a duel to the death.

DRUKGT, RUNE PRIEST OF THANATAR, INITIATE OF THED

STR:	16	Right leg	(01-04)	3/7
CON:	18	Left leg	(05-08)	3/7
SIZ:	12	Abdomen	(09-11)	3/7
INT:	15	Chest	(12)	3/8
POW:	20	Right arm	(13-15)	3/6
DEX:	17	Left arm	(16-18)	3/6
CHA:	14	Head	(19-20)	3/7
Move:	9			

Hit Points: 19
Defence: 20%
Shortsword: (d6+1+d4) SR6, 75%, Parry 75%, Points 20.
Garrotte: (d6+1+d4) SR7, 110%, Points 3.
Medium Shield: Parry 80%, Points 12.
Spells: *Befuddle, darkwall, disruption, extinguish, fanaticism, detect life, detect enemies, bladesharp 4, protection 3, invisibility, silence* (see also Thanatar Head).
Rune Magic: *Ingest scroll, summon guardian, darklight, create minor head, create major head* (see also Thanatar Head).
Skills: Move Silently 95%, Hide in Cover 85%, Oratory 80%, Evaluate Treasure 70%, Listen 75%, Spot Hidden 90%, Tracking 65%, Sense Law 55%, Jumping 65%, Climbing 45%, Map Making 35%, Intrigue 55%, Alchemy skills – Blade Venom pot 10, *Power Restoring 2* potion, Systemic Poison (viper) pot 14.
Languages: Darktongue 75%/50%, Broospeech 85%/50%, Chaospeech 35%, Sartar 15%, Lunar 35%.
Magic Items: *Mindspeech 4 Matrix*, One Thanatar Major Head.
Bound Spirits: Thanatar Guardian (see separate reference); Bound Spirits – in rubble runner 15/8, in pit viper 13/6.

Thanatar Major Head: Vandar, Rune Priest of Yelmalio; Int: 16; Pow: 18; HP7. Spells: *Bladesharp 2, countermagic 4, healing 6, light, protection 2, spirit shield, detect enemies.* Rune Magic: *Shield 4.* Bonus Skills: General Knowledge 25%, First Aid 75%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants, Animals, and Minerals 50%, Blade Venom potency 14 antidote, Acid potency 16, Blade Venom potency 14 antidote, Wyvern potency 14 antidote, Manticore potency 14 antidote, Spider potency 14 antidote, Lock Picking +5%, Trap Set/Disarm +5%, Riding +5%, Swimming +10%, Spot Trap + 10%, Old Pavis 75%/75%, Tradetalk 75%/75%, Draconic 65%/35%, Lunar 75%/70%, Sartar 75%/70%, Prax 75%/40%, Mostali 65%/50%.

MOGO SCORPIONMAN DOOMED ONE, MAGOG INITIATE

STR:	18	RR leg	(01)	3/1
CON:	7	RC leg	(02)	3/1
SIZ:	18	RF leg	(03-04)	3/1
INT:	8	LR leg	(05)	3/1
POW:	5	LC leg	(06)	3/1
DEX:	13	LF leg	(07-08)	3/1
CHA:	13	Tail	(09-10)	3/3
Move:	8	Thorax	(11-12)	3/3
		Chest	(13-14)	3/4
		Right arm	(15-16)	3/2
		Left arm	(17-18)	3/2
		Head	(19-20)	3/3

Hit Points: 9
Defence: 0%
Sting [poison=Con]: (2d6) SR5, 95%.
Sling: (d8) SR2, 60%.
Shortsword: (2d6+2) SR6, 70%, Parry 75%, Points 20.
Garrotte: (2d6+1) SR7, 75%, Points 3.
Medium Shield: Parry 65%, Points 12.
Spells: *Befuddle, disruption, extinguish, fanaticism.*
Skills: Climbing 75%, Set Trap 45%, Move Silently 80%, Hide in Cover 45%, Jumping 75%.
Languages: Chaospeech 45%, Darktongue 25%.
Magic Items: Thanatar Talisman vs Ghosts.
Bound Spirits: Thanatar Guardian (see separate reference).

RUVENTAN BACKER, OGRE DOOMED ONE, CACODEMON INITIATE

STR:	22	Right leg	(01-04)	3/5
CON:	13	Left leg	(05-08)	3/5
SIZ:	13	Abdomen	(09-11)	4/5
INT:	11	Chest	(12)	4/6
POW:	18	Right arm	(13-15)	3/4
DEX:	13	Left arm	(16-18)	3/4
CHA:	13	Head	(19-20)	3/5
Move:	8			

Hit Points: 14
Defence: 10%
Medium Shield: Parry 80%, Points 12.
Composite Bow: (d8+1) SR2, 60%, Points 10.
1H Club: (d8+d6) SR7, 55%, Parry 35%, Points 20.
Shortsword: (2d6) SR7, 75%, Parry 80%, Points 20.
Garrotte: (2d6) SR8, 65%, Points 3.
Spells: *Disruption, extinguish, fanaticism, befuddle, darkwall, detect enemies, detect life, protection 3, healing 4, binding.*
Rune Magic: *Darklight* (Reusable).
Chaotic Feature: Head cannot be damaged.
Skills: Disguise 75%, Move Quietly 75%, Ambush 80%, Hide in Cover 65%, Listen 70%, Spot Hidden 55%.
Languages: Ogre 55%/45%, Chaospeech 25%, Darktongue 45%/30, Sartar 45%/30%, Lunar 35%/20%.
Magic Items: Thanatar Talisman vs Ghosts.
Bound Spirits: Thanatar Guardian (see separate Reference).
Note: The Cacodemon Cult is described in *Different Worlds 2* and in *Griffin Mountain.*

MOGO'S GUARDIAN (BOUND SPIRIT IN A HUMAN)

STR:	16	Right leg	(01-04)	1/7
CON:	18	Left leg	(05-08)	1/7
SIZ:	13	Abdomen	(09-11)	1/7
INT:	13	Chest	(12)	1/8
POW:	13	Right arm	(13-15)	1/6
DEX:	14	Left arm	(16-18)	1/6
CHA:	8	Head	(19-20)	1/7
Move:	8			

Hit Points: 19
Defence: 10%
Shortsword: (d6+1+d4) SR7, 45%, Parry 35%, Points 20.
Small Shield: Parry 40%, Points 8.
Dagger: (2d4+2) SR8, 65%, Parry 45%, Points 12.
Fist: (d3+d4) SR8, 55%.
Kick: (d6+d4) SR8, 45%.
Spells: *Bladesharp 2, dispel magic, disruption, light, silence, mobility.*
Skills: Hide Item 35%, Listen 40%, Pick Pocket 55%.
Notes: Mogo is very proud of his guardian and keeps him sharply dressed in gaudy, ill-fitting clothes taken from victims. The appearance is a scorpionman's warped vision of a nattily-dressed human.

DRUKGT'S GUARDIAN (BOUND SPIRIT IN A HUMAN)

STR:	16	Right leg	(01-04)	3/4
CON:	10	Left leg	(05-08)	3/4
SIZ:	17	Abdomen	(09-11)	3/4
INT:	15	Chest	(12)	3/5
POW:	10	Right arm	(13-15)	3/3
DEX:	14	Left arm	(16-18)	3/3
CHA:	14	Head	(19-20)	3/4
Move:	8			

Hit Points: 12
Defence: 10%
2H-S Spear: (d8+1+d6) SR4, 75%, Parry 80%, Points 15.
Fist: (d3+d6) SR7, 90%.
Kick: (2d6) SR7, 50%.
Grapple: (Special) SR7, 80%.
Spells: *Befuddle, disruption, glue 2, mobility, protection 2, vigor 4.*
Skills: Listen 80%, Spot Hidden 75%.
Notes: Drukgt's Guardian was once a dockside thug, as his talents suggest. He is dressed in the tattered fragments of what were once expensive garments.

RUVENTAN BACKER'S GUARDIAN (BOUND SPIRIT IN A HUMAN)

STR:	10	Right leg	(01-04)	0/5
CON:	14	Left leg	(05-08)	0/5
SIZ:	11	Abdomen	(09-11)	0/5
INT:	9	Chest	(12)	0/6
POW:	12	Right arm	(13-15)	0/4
DEX:	8	Left arm	(16-18)	0/4
CHA:	12	Head	(19-20)	0/5
Move:	8			

Hit Points: 14
Defence: 0%
Sickle: (d6+1) SR9, 50%, Parry 40%, Points 15.
Fist: (d3) SR10, 45%.
Kick: (d6) SR10, 35%.
Dagger: (d4+2) SR10, 30%, Parry 25%, Points 12.
Spells: *Repair, disruption, healing 2, xeno-healing 2.*
Skills: Farming 55%, Hide in Cover 80%.
Notes: Backer somehow ended up with a truly second-class Guardian, probably through the spite of a bitter priest. The creature was obviously a fair farmer and a first-class coward. Backer is not particularly careful about preserving this thing; he actually hopes to get rid of it in some obtrusive way so he can get a new one more to his liking. The Guardian shows this lack of care; it is horribly scarred and filthy, naked and walking with a limp.

CREATURES

GM's Note
Though these creatures are specifically mentioned as appearing in certain encounter areas, the referee should introduce them in other areas when an appropriate opportunity presents itself, or he may eliminate them from specific areas. Remain open to dramatic improvisations; control the pace of the adventure and the balance of action and investigation by adding or deleting encounters.

BATS (Vampire)

STR:	1d6	Body	(01-20)	All HP
CON:	1d6			
SIZ:	1d4			
POW:	1d6			
DEX:	2d6+6			
Move:	0/9 flight			

Average HP: 3-4
Treasure Factor: 4
Defence: 15%
Bite: (1d4+STR drain [1d3/round attached]) SR9, 35%.
Notes: They will not attack unless disturbed; however, they may attack a sleeping or unconscious victim. They appear in groups of 1-6.

CENTIPEDES (Gateway Bestiary)

STR:	3d6+18	Tail	(01-06)	3/6
CON:	1d6+12	Body	(07-14)	3/7
SIZ:	4d6+6	Head	(15-20)	3/6
POW:	3d6	(Only incapacitated by		
DEX:	3d6	head injury)		
Move:	12			

Average HP: 17-28
Treasure Factor: 16
Bite: (3d6+CON x .5 potency poison) SR8, 75%.
Grapple: (2d6+1d4 potency poison) SR8, 50%.
Notes: The deep cave variety is a translucent white. It moves swiftly and silently.

DRAGONSNAILS

STR:	4d6+12	Shell	(01-08)	8/7
CON:	3d6	Forebody	(09-14)	4/6
SIZ:	4d6+12	Head 1	(15-17)	4/6
POW:	3d6	Head 2	(18-20)	4/6
DEX:	2d6			
Move:	3			

Average HP: 14-15
Treasure Factor: 13
Bite: (3d6 [heads attack separate targets]) SR8, 40%.
Notes: This cave contains only two-headed dragonsnails.

GHOST
The ghosts on the Intermediate Level have been bound in place as passage guards. Wherever they are encountered they will attack to prevent passage of anyone who is not wearing the runes of Chaos, Darkness, and the Undead.

01-75: Ghost A, POW: 14, INT: 10.
76-95: Ghost B, POW: 16, INT: 10.
96-00: Ghost C, POW: 18, INT: 10.

GORP

STR:	n/a	Body	(01-20)	All HP
CON:	3d6			
SIZ:	6d6			
POW:	3d6			
Move:	1 land/5 water			

Average HP: 13-14
Treasure Factor: 10
Envelop: (8 points acid) SR1, 100%.
Notes: Only affected by fire or magic. Weapons take damage from acid juices. DEXx5% or enveloped, taking 8 points damage per round in a hit location. DEXx5% to escape thereafter. Armour protects until eaten away. If damaged, 50% chance it retreats.

RUBBLE RUNNERS

STR:	1d6	RH leg	(01-02)	2/3
CON:	3d6	LH leg	(03-04)	2/3
SIZ:	1d4	Hindquarter	(05-07)	2/5
POW:	1d6+6	Forequarter	(08-10)	2/5
DEX:	2d6+6	RF leg	(11-13)	2/3
Move:	6	LF leg	(14-16)	2/3
		Head	(17-20)	2/4

Average HP: 8-9
Treasure Factor: 5
Bite: (d6) SR10, 25%.
Skills: (blind cave variety – Listen 90%, Move Silently 75%).
Notes: There are two varieties here. One is the standard *RQ* creature. The other is a cave-dwelling variety having tiny eyes that are easily blinded; it avoids light. However, it has superb hearing and is very effective in total darkness. Otherwise the creatures are identical. Occasionally (20%) they will be encountered in groups of 1-6.

SKELETONS

STR:	1d4+8	Hit location as a human.
SIZ:	3d6	1 point per location,
POW:	1	no armour.
DEX:	3d6	
Move:	8	

Average HP: When a location receives damage, it is shattered. The rest of the skeleton will continue to attack. Thus a skull may bite a foot or a hand grasp a garment, even when most of the skeleton is destroyed.
Treasure Factor: 3
Shortsword: (d6+1) SR7, 45%, Parry 45%, Points 20.
Medium Shield: Parry 30%, Points 12.
Bite: (d3) SR8, 15%.
Grasp: (no damage; just encumbrance) SR7, 35%.
Armour: 3 points per location.
Notes: These will be encountered occasionally (20%) in groups of 1-6 individuals. They Detect Life automatically and attack it.

SPIDERS (blind)

STR:	1d6	Tail	(01-06)	5
CON:	2d6+6	Body	(07-14)	6
SIZ:	1d6	Head	(15-20)	5
POW:	1d6+6			
DEX:	3d6			
Move:	4			

Average HP: 11
Treasure Factor: 6
Defence: 5%
Bite: (d4 + 3 pot Blade Venom/round until slain) SR10, 25%.
Notes: These poisonous snakes conceal themselves in the thick Chaos vegetation of the gardens and strike by surprise. The victim is allowed to make a Spot Hidden roll to avoid the snake if there is sufficient light for it to be seen by.

SPIDERS (giant)

STR:	2d6+6	R Back leg	(01)	2/4
CON:	3d6	R Hind leg	(02)	2/4
SIZ:	3d6	L Back leg	(03)	2/4
POW:	3d6	L Hind leg	(04)	2/4
DEX:	2d6+6	Abdomen	(05-08)	2/7
Move:	10	R Fore leg	(09-10)	2/4
		R Front leg	(11-12)	2/4
		L Fore leg	(13-14)	2/4
		L Front leg	(15-16)	2/4
		Head	(17-20)	2/4

Average HP: 11-12
Treasure Factor: 12
Defence: 5%
Bite: (d6+d4+ poison 11-12 pot)
Webbing: (Special*) SR2, 65%.
* As *glue* spell on entire body. STR = 1/2 SIZ. Successive layers add to STR. Enswathed victim can do nothing but attempt to break out. Web is one meter in diameter. Spider may not bite and web in same round.)
Skills: Climbing 90%, Move Silently 75%, Hide in Cover 60%.
Notes: Mobile hunters. (*Gateway Bestiary*, 2 Meter var.)

SPIRITS (1-4)

d100	*Type of Spirit*	*d100*	*Spirit Characteristics*	
01-10	Friendly	01-50	POW: 10	INT: 8
11-50	Neutral	51-90	POW: 12	INT: 8
51-00	Malign	91-00	POW: 16	INT: 10

Notes: Friendly spirits will not initiate combat. Neutral spirits will only attack if they have a Power equal to or greater than the intended victim. Malign spirits always attack.

WALKTAPI

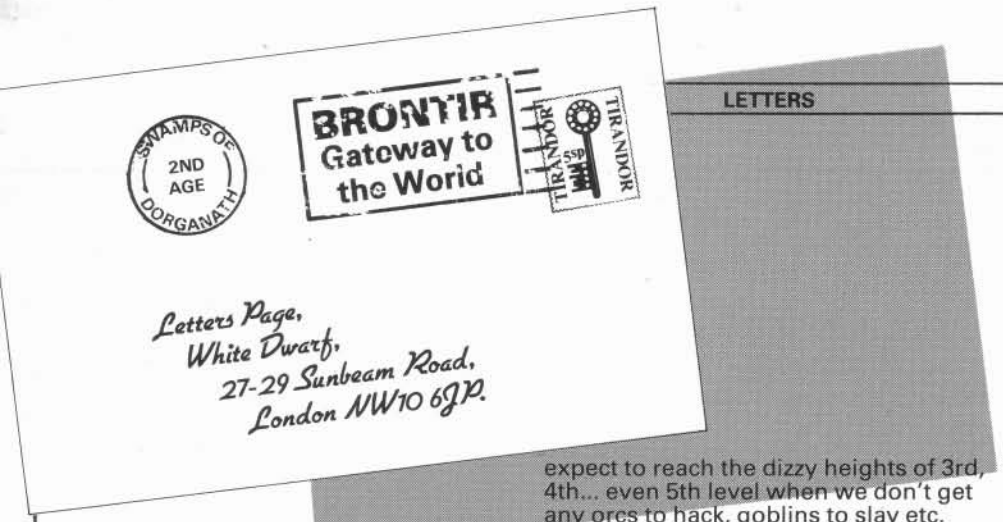
STR:	2d6+18	Right leg	(01-02)	4/5
CON:	2d6+6	Left leg	(03-04)	4/5
SIZ:	2d6+18	Abdomen	(05)	4/5
POW:	3d6	Chest	(06)	4/6
DEX:	3d6	Right arm	(07-08)	4/4
Move:	7	Left arm	(09-10)	4/4
		Tent 1	(11)	4/4
		Tent 2	(12)	4/4
		Tent 3	(13)	4/4
		Tent 4	(14)	4/4
		Tent 5	(15)	4/4
		Tent 6	(16)	4/4
		Tent 7	(17)	4/4
		Tent 8	(18)	4/4
		Head	(19-20)	4/5

Average HP: 17
Treasure Factor: 15
Tentacle: (2d6) SR7, 40%.
Constrict: (4d6).
Gas cloud of systemic poison in three meter circle. Potency= CON. Can attack with four tentacles at once. If two have struck the same target, they constrict every round. Armor will protect only until its absorption rate is overcome; then it is broken.
Notes: Regenerate 1 point per full round.

ZOMBIES

STR:	3d6x1.5	Right leg	(01-04)	2/6
CON:	3d6x1.5	Left leg	(05-08)	2/6
SIZ:	3d6	Abdomen	(09-11)	2/6
POW:	1	Chest	(12)	2/7
DEX:	2d6	Right arm	(13-15)	2/5
Move:	6	Left arm	(16-18)	2/5
		Head	(19-20)	2/6

Average HP: 16
Treasure Factor: 9
Maul: (2d8+1d4) SR7, 35%, Parry 20%, Points 15.
Notes: Automatically Detects Life and attacks. Occasionally (20%) in groups of 1-4. Continues to attack until all locations destroyed, but once the head is destroyed, can't find its opponents.□



Dear *WD*,

Many thanks for the excellent *Traveller* adventure, *Shuttle Scuttle* in *WD49*. This is how it should be. I am refreshed to see that someone approaches our hobby with humour, as in the crew, Captain Speaking, Miss Kirk (surely a typo), Chekov, Uhura and Chapel.

I am pleased to see the publication of *Traveller Book 6, Scouts* – long overdue – but I wonder why there has been no mention of it in the *Traveller's Journal* up to now, presumably because it was produced here in the UK. If so, is it an 'approved for use with' product or the official *Book 6*.

Yours,
Paul Harcourt, Essex.

Actually, it was produced in the States and is the official product –Ed.

Dear *WD*,

I am writing to ask if it is possible to print more *Dungeons & Dragons* scenarios in your magazine. I find *WD* very enjoyable but I think that there are lots more people like me who, at the moment, can't afford *AD&D* books until they gain more money and would like more scenarios in the magazine. I play *Expert D&D* but still buy *White Dwarf* and usually change the *AD&D* campaigns into *D&D* scenarios.

Yours faithfully,
Paul Wallis, Surrey.

We'd be quite happy to publish Basic *or* Expert D&D *scenarios. However, we can only print what is written for us. We get sent all kinds of scenarios (please keep it up everyone!) but, funnily enough, nobody seems to write any for* Basic *or* Expert D&D *–Ed.*

Dear *WD*,

Us low level *AD&D* adventurers wish to complain about the lack of scenarios for us in your magazine. How can we expect to reach the dizzy heights of 3rd, 4th... even 5th level when we don't get any orcs to hack, goblins to slay etc. Come on now, let's see some 1st to 3rd level adventures along the lines of the excellent *Halls of Tizun Thane* and the *Lichway*. *TSR* are just as neglectful!

Yours,
Grizzlegut Orcslayer, Sunderland.

You will be pleased to hear that next issue's scenario for AD&D *is a low level one, for characters of 1st to 3rd level. Your wish is our command! –Ed.*

Dear *WD*,

Just a note to say how much I enjoyed Mike Polling's scenario *The Key of Tirandor*. I particularly like the way Mike used selected elements of the game system to interpret his fantasy world, rather than letting the rules dictate the campaign background. I hope we will see more scenarios of this calibre.

Yours,
Dave Morris, Woking.

Dear *WD*,

Congratulations! *White Dwarf* shows some sign of improvement. Issue 50 is probably the best issue in a long while and *The Watchers of Walberswick* was a gem of a scenario. I suspect, however, that much of it will be wasted on the majority of your readers (who, I suspect, will go in, all guns blazing). Imagine my dismay, however, with Ian Livingstone promising changes as from issue 52. Does this mean we will never see the like of *Watchers* again?

And how does Lew Penpusher do it? Given the opportunity for writing an interesting discussion column, he perpetually talks about nothing. Can't he see that people are going to take his guidelines as gospel truth? I pity the poor GMs successfully running a low powered *D&D* game who will have to put up with their players going 'But it should only take me 10 adventures to get to level three. It says so in the *Dwarf*...' Why Lew, can't you just leave individual groups to play the game according to how it suits them. You may be giving us the benefit of your 'vast' experience but try to remember that other people's experiences will be different.

What with an abundance of letters saying how great the *Dwarf* is, I have grave doubts about there being any real intelligence behind the magazine.

Yours,
Dave Stone, London.

Of course 'changes' doesn't mean there won't be scenarios like The Watchers *in* WD *again. We always try to present the best scenarios possible in our pages. And to be fair to Lew; he's not official or speaking from on high; he's just giving advice to those who may need it – nobody's saying it has to be slavishly followed. As to your last comment – well, we're not sure quite what you mean but I can assure you that we're not all mindless kobolds! –Ed.*

Dear *WD*,

I am writing to complain about the review of *Mercenaries, Spies and Private Eyes* in *WD49*. I feel that the review given by Jon Sutherland was far too harsh and stems, I believe, from lack of reading the book.

1. The Megadeath Luck Saving Throw is for characters heroically charging machine-gun nests not dodging damage.

2. Modern weapons *are* deadly and are reflected in the rules. Also, as the reviewer failed to notice, all the military domestic weapons would be readily available in the USA, where the rules were written. Also the designer stated that gun availability varied around the world.

3. The hit location table is optional and is in the optional rules area of the book. There are only two groups of tables normally used in the game: the gun lists, all at the back; and the missile weapon table which, indeed, should have been repeated. However, why the GM shouldn't hunt through the book for 2 tables is beyond me. Look at the *DMG* for example!

MSPE is a much better game than a rating of 4. I admit I find it easier to understand because I play *T&T*, which it follows closely, but the rules are fairly straightforward.

Mr Sutherland, however, did describe the *Jade Jaguar* perfectly; it is *really* mediocre. However, his other statements about this 'dull RPG' do not hold up. He should have read the rules properly.

Yours,
Martin Sheppard, King's Lynn.

GOBBLEDIGOOK by Bil

THE TRAVELLER
CHAPTER 7: "TRAVELLERS" V. "RETARDED D&D".
NOW WE MUST BID FAREWELL-A MY LITTLE SUCCULENT MORSEL IT'S A GREAT-A PITY - I HATE TO WASTE-A THE GOOD FOOD!
OKAY AFF, 20,000, A PIRATE VIDEO OF "HERPES THE LOVE-BUG" AND NOT A CRED MORE!
MARK '84
At last, Hayes has finally got Aftab the Greek where he wants him...
HOLD ON HAYES - WE'RE COMIN'!!!
FFFFFFFIIZZZZZZZZZOOO
OOOOMMM!
BMPLIKK!
ASH!
BUTCHOOM!
SUDDENLY!!!
YES - WE ARE THE ACCUMULATED FIENDS AND CREATURES OF A MILLION EONS - STRONG IN BATTLE AND MAGIC SKILLS...
GULP.
OKAY HAYES - WE'RE HERE - WHERE'S THE FUN?
CAPTAIN PERV
WHAT, PRAYTELL DO YOU POSSESS THAT CAN POSSIBLY DEFEAT US?
ONLY GAVIN.
Hi.
GRR
CLICK
KILL
CLICK
GAVIN - THE WALKING BATTLESHIP
DIP!
NO CONTEST.
Aftab was dealt with as one deals with all Lone Sharks and Aliens...
So concludes this particular adventure, with a final message from the Travellers...
FLUT.
CHUT.
GAS CYLINDER
SPLISHHH!
... a gas cylinder in the mouth...
... and a harpoon in the gut.
FLUT.
FURH!
HELP!
BAD CASE OF WIND THAT.
"Lie long and prostrate"
EFFHZZ-RROOPHH!
THE END?
"and remember... the farce will be with you... always".

A Ballad of Times Past

An AD&D Scenario for about Eight Characters of 4th-5th Level

by Dave Morris and Yve Newnham

Sorrow binds me still I think.
Sadness in the silence.
The crystal clear pool
Is in darkness.
I know not where to turn.

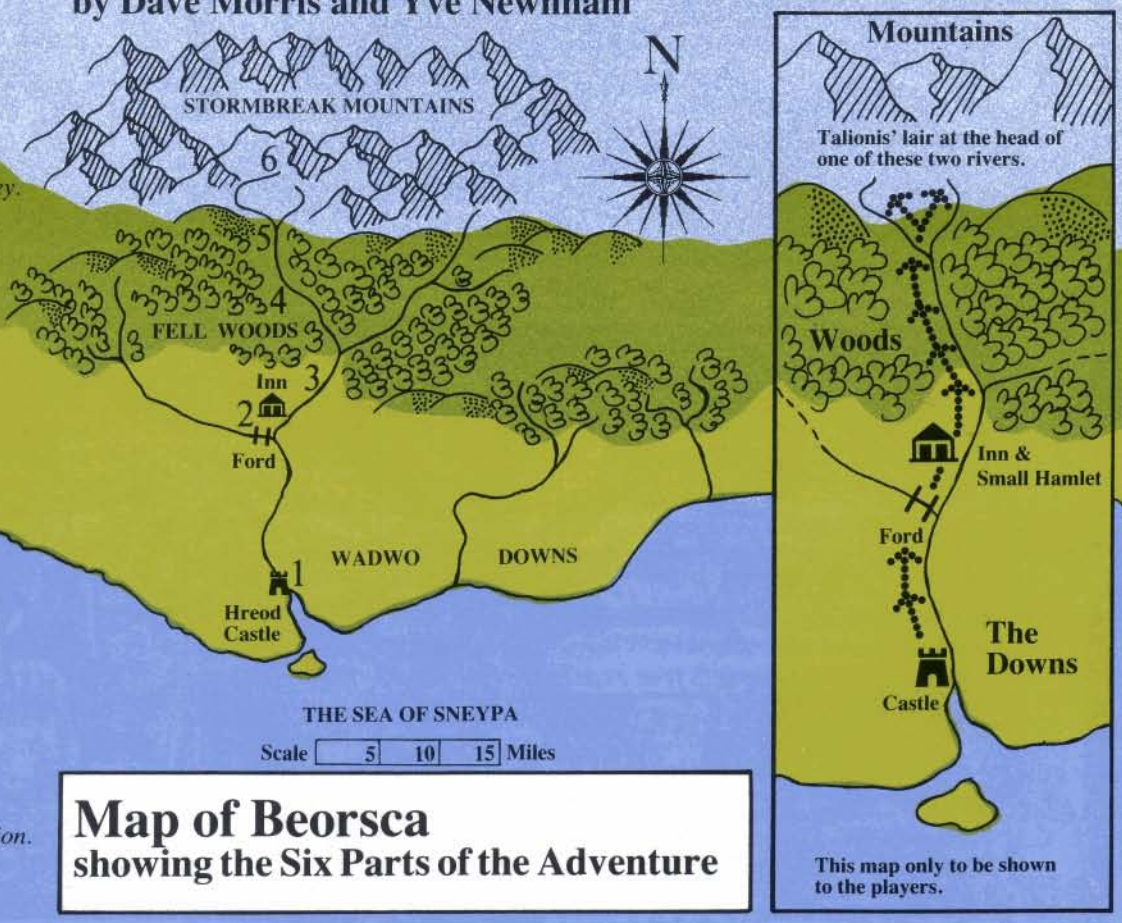
Listening, I fancy,
Faintly falling footsteps
In the distance.
Waiting,
The sounds form substance:
Two from the land of men
Confront me.

A golden one with eyes of grey.
Another by his side,
Blue eyes blazing.
Solid young saplings
Signal
They would speak with me.

Such is my distress,
That I would discuss
With any that will hear me.
My plight portrayed,
I perceive
Pity within their hearts.

Should we restore
This ancestral mere,
Bonded with our bloods
We beg to bargain.
Grief gave way
to agreement.
And when the waters
Washed cloudless sky,
These gifts
I gave them:

The golden one
Savoured but a sip
From the wondrous waters' vision.
His friend favoured
A future
Drawn in dust.



Map of Beorsca
showing the Six Parts of the Adventure

DM's Introduction

The World: Magic users are very scarce in Beorsca, a small kingdom in a land very like England in the late Dark Ages. In this world, *all* magic user spells above 2nd level require, as the material component, a pinch of *dragon dust* made from the powdered shell of an unhatched dragon's egg (as in hatching, the fledgeling drains the magic from the shell). As this would involve getting past a protective mother dragon, both the dust and magic users are very rare. One whole eggshell would provide 100 pinches of dust.

Players should be told that magic-users are almost unknown, but *not* why. They can be fighters, rangers (retainers of King Athelred involved from the start), clerics and thieves (from the local abbey and minstrel troupe respectively, who join in as indicated in the text). Clerical spells do not require dragon dust but in this world there are no clerical spells above 3rd level. All player characters begin with 15,000 experience points.

Background to the Adventure: The 42 year-old King Athelred rules Beorsca from Hreod Castle. The first of his line, Athelred deposed the previous king when barely 21. He is a capable and fairly popular ruler, still strong despite his years. Under him, Lawful Good clerics have gradually prevailed against the callous Old Gods, whose worship is now reduced to a very few.

Note: This scenario should be read to the players virtually as written. In the *First Part*, bracketed text is for the DM only. In subsequent text, information *not* to be read to the players is boxed and marked *DM*.

First Part: In the Great Hall

It is the second night of the midwinter feast. In the Great Hall of the castle, roaring fires and tankards of mulled ale soon drive away all thoughts of the bleak, snow-covered lands outside. The king and his retainers, seated at tables forming a large U around the Hall, dine, drink and watch the entertainers who have flocked to the feast. There are jugglers, actors, acrobats, wrestlers, story-tellers musicians and animal-trainers. Eventually, when the ale-dazed warriors are content to sit back and listen to a ballad, Skuli, one of a minstrel troupe from across the seas, steps forward and sings the above poem. During Skuli's ballad, Athelred's usual gusto and ebullience slip away. By the end, he is listening intently, sombre-faced and sober. There is silence. The bemused Skuli makes way for some tumblers while Athelred rises shakily and leaves the Hall on the shoulder of his eldest son, Osric. The best and most stalwart of the king's warriors (including any PC fighters) also rise and file out.

Outside the king's chamber, the warriors are met by Queen Gudrun and the royal advisor, an old monk named Hengist. (Hengist, is an accomplished sage with expertise in history, languages, legends and theology and some knowledge of astrology and dweomercraft.) Gudrun tells the warriors, 'Your liege is troubled and has retired to his chambers. If the king needs you, I will send for you.' Hengist, realising that something of great import is in the offing, sets about gathering men with skills to complement those of the king's warriors. A messenger is sent to the nearby abbey. (He returns with any PC clerics, if none, then one NPC cleric. Advise clerics to take at least two *healing* spells.)

Some hours after midnight, there is a commotion as Athelred comes striding from his chamber. Half-slumbering men-at-arms rouse; Gudrun throws a fur cloak across his shoulders as he marches out into the snow pursued by Osric, Hengist and some men-at-arms (including player characters). Athelred grim-faced and intent strides toward the minstrel encampment, oblivious to the biting cold and Hengist's protests. Some of the minstrels rise to their feet, bewildered and a little alarmed at the impending visitation.

Athelred steps up to the crackling fire and grimly confronts Skuli - the slender balladeer in his rough clothes; the old king towering above him in fine furs. 'The ballad that you sang', growls the king softly, 'Whence came it?'

'Sire, almost a month since, I had the fever. Before it broke, I dreamt the words as though they were whispered to me in some hot, dark, secret place.'

Athelred strokes his beard. 'And did you sing it all, or was there more?'. Skuli hesitates. Suddenly the king grasps him with huge

hands, hauling him up so their eyes are level. 'Speak, damn you! Or by the sacred heavens I'll...'

'Father!' Osric leaps to restrain the king. 'You make this good man sore afraid with such words.'

Athelred's sudden rage leaves him, and he sets the balladeer down with gruff apologies. Skuli nods. 'There was more, sire, that I did not deem fit to sing on such a joyous festival'. Seeing the determination in the king's eyes, Skuli takes up his lyre and sings:

Nineteen years of man
Pass by.
Mother to be am I.
Patient and passionate,
I perceive a direful presence
Dedicated, deceitful.
The blue-eyed one -
A sinister sorcerer now.
Fearful for my fledgeling's birth,
I feel
He seeks to steal
And shatter the shell.

As one, a golden son
I see;
Soon to become
A man.
Many shall mourn his death,
As I shall mourn mine own.

The words are a hammer-blow to Athelred. He stands dazed; staring into the fire. At last, he raises his head saying to his men, 'Many years ago, before I was king, Beorsca was troubled by a dragon who dwelt in the northern mountains and came down to steal away cattle. Many were the heroes who sallied into the old worm's lair nevermore to see the light of day. Two young warriors came at last, hoping to win fame and fortune. The warrior with eyes like the cloudless sky was Caedmon. I was the other.'

'We entered the caverns to put an end to the dragon or die in the attempt. But when we met her, she spoke to us in an old tongue which Caedmon knew, and so we parleyed with her. A magic pool had become stagnant; a pool sacred to her. We unblocked the channel into the pool by swimming within – something the dragon was too large to accomplish. After many hours, for there was much rubble below the water, the pool flowed fresh again. The dragon agreed not only to honour our earlier bargain that she nevermore troubled Beorsca, but also to add gifts of our choosing. With the water flowing again, the pool had a magical hue; I requested that I might drink of it and received a single sip which showed me dreams of things to come. This knowledge stood me in good stead when I wrested the kingdom from corrupt old Pendris. My friend, Caedmon, who had some knowledge of wizardry even then, saw a golden dust in the lair, fragments of an unhatched dragon's egg shattered by a warrior years before. He desired this for its sorcerous properties, and the dragon gave him half-a-hundred pinches.'

'Caedmon and I stayed a week with the dragon and sealed a bond in blood. The dragon called herself Talionis. She said that as long as we were true to that bond, we were as siblings. Now, somehow, whether by design or accident, she has sent this message to me through this balladeer. Hengist! How read you these signs?'

'Clearly, sire,' replies the sage, 'the "golden son" is Lord Osric, your firstborn whose eighteenth birthday falls on winter solstice in three days time. The ballad warns that his life is imperilled, just as Caedmon threatens the offspring of the dragon Talionis - who is, as you have told us, sire, your sibling by an oath of mingled blood.'

The king is thoughtful. 'Although my friend, Caedmon was a secret and dark-souled man who never turned to the new gods. Though I have never seen him since, I have heard that he dwells in a tower across the bleak Wadwo Downs. Osric! Gather my best men. Take them to Talionis' lair and protect her and her unhatched offspring from Caedmon. Make all haste, for the wizard must be already on his way! It is not only because of my oath to Talionis that I charge you thus, but because I fear that somehow our destinies are interwoven, hers and mine. Any harm which befalls her fledgeling may bring down doom upon your own head, my son.'

As the others return to the castle, Hengist and Osric remain in the minstrel camp enquiring after any brave men with the skills that minstrels have. (PC thieves enlist at this point.)

After a few hours' sleep, the party take a light meal and prepare to depart. Because there are few horses at the castle, the time of year, and the terrain which lies ahead, the journey will be on foot. (Characters may have any armour up to chainmail and shield [AC4] and any standard weapons except crossbows and composite bows.) Hengist gives to Osric two items he has cherished for many years: a sealed blue bottle containing a *Potion of Heroism*, and a tiny clay pot containing three applications of *Keoghtom's Ointment*. (Osric is unlikely to use them himself, preferring to bestow them on any characters who he considers particularly needful or worthy.) Hengist also tells of something he has read in one of his books: 'Those who are true of heart need fear no harm from the dragon's inferno...' The book was penned by Ulrich, a monk, by whose advice Hengist sets great store. Finally, he hands the party a rough map which he helped the king to prepare; but Athelred warns that years have passed since he took this route, and the map is uncertain in places.

Second Part: Waylaid at the Inn

In the early evening of the first day, you reach the junction of two rivers. There are a few cottages, an inn, and three boats down by the river, which is not frozen over. Osric suggests stopping at the inn, and also enquiring there about hiring a boat.

The low-ceilinged inn is murky with smoke from the fire in the grate; but gloriously warm. One or two figures sit drinking at crude wooden benches. The innkeeper, Owain, greets you, observing that you are not the peasants or impoverished travellers he usually caters for. Osric does not introduce himself, but orders cups of mulled wine.

As the wine arrives, two of the other patrons leave. But another figure you hadn't noticed sits alone in the shadows away from the fire. He is dressed in a rough garment like a monk's habit, with the cowl pulled over his head. His face is not visible, but with a sudden tension you feel sure he is watching you. Abruptly, he straightens and raises his clenched right hand. You stare directly into his eyes; clear, sky blue, and alive with glittering malice. He begins the words of some invocation. A sparkling dust falls from his fingers...

DM: Anyone who says they're diving for cover automatically saves against Caedmon's *lightning bolt*, and if they actually roll their saving throw, they take no damage at all. Osric is quick-witted and will have done this. Characters who didn't, must save as normal.

With a crack like thunder, an incandescent white bolt leaps from the wizard towards you. Utter confusion folllows. After you pick yourselves up, the wizard has gone; the door bangs open in the wind.

DM: If the characters follow, they see Caedmon getting into one of the boats, a hooded figure (Erik Iceheart) already at the oars. The boat moves off upriver. The other two boats have been sabotaged. Any character with a bow has time to fire 4-5 arrows before they're out of range. The first two will miss automatically as the archer adjusts for the wind. The remaining shots are at −4 to hit. If hit, Caedmon will retaliate by *charming* one of the party who will then try to stop his friends from firing.

Inside, Owain is inspecting the damage. Several beams are charred and a few stones around the fireplace are cracked. Shrugging, he begins to set the scattered stools upright. You spot a very small leather pouch on the floor near where Caedmon was sitting. It is empty but for one or two grains of golden dust.

DM: Since he seems relatively unperturbed, Owain may be suspected of having known Caedmon's intentions. But the innkeeper will maintain (truthfully) that Caedmon, a regular if infrequent visitor, has used his sorcery often enough for Owain not to be startled by it. If asked about the pouch, he will add that Caedmon always wears a number of such pouches at his belt, but on this visit he seemed to have only four. The pouch they have found contained the dragon dust used to cast the *lightning bolt*.

Third Part: The Vough

The next day is even more bitterly cold. You trudge through sparse woodland under a bleak, grey sky. Snow threatens. You spy a splash of red ahead, gleaming against the snow. A wild rose. More are scattered along in a winding trail, though there is no sign of footprints. Examination reveals that the roses have been cut rather than plucked.

DM: It is up to the players whether they investigate this. Osric will go along with the majority decision.

The trail of flowers leads to a stagnant pond in a small copse. The pond is iced over – black, with a powdery sprinkling of freshly fallen snow. It is eerily quiet. As you watch, a cold wind swirls the snow in patterns across the ice. Slowly the patterns coalesce and rise into the silver, spectral image of a beautiful woman. Her hair is long and black; her skin, like alabaster; the only colour, the rubies set in tarnished silver links about her pale throat. Her expression is infinitely sad.

DM: If anyone has collected the rose, she drifts towards them, holding out her hands, imploring. If anyone reaches out to her (perhaps to hand her a rose), they must save against spells or be drawn onto the ice which has a 15% chance of breaking per person on it. If no-one reaches out, she pauses at the edge of the pond for a few moments, then starts to fade... Suddenly (automatic surprise), the ice shatters and a rotted crone, clad in decaying rags, mud and tangled weeds, leaps from the black waters. Her shriek chills the blood, and characters failing to save vs paralysis will stand in shock for 2-8 rounds.

The Vough
No Appearing: 1; Armour Class: 2; Movement: 9"; Hit Dice: 7d8; Treasure: B; Attack: 1 touch for 1d10 + 1d4 *strength drain*; Alignment: Neutral evil; Intelligence: Animal

This foul being can create illusions within a limited range. She can be turned as a spectre, forcing her back to her watery grave for 7 days. Strength drained by her chilling touch is regained at the rate of 1 point/hour. She takes no damage from the first hit on her struck by each opponent, but takes double damage when hit by lawful good clerics. If slain, she rapidly decomposes into muddy slime.

The one attacking the players has 35HP. If slain, any roses collected by the party or left lying in the snow will have vanished.

Fourth Part: In the Heart of the Forest
At nightfall, having gathered fuel, you sit around your fire devouring stew. A lone peasant comes into sight gathering wood. He greets you and asks to share the fire for a while. He is fairly young, below-average height, and wears dark green garments of coarse wool.

DM: If questioned, he says he will tell a tale of past and present, a tale of a dragon. Any who listen, (Osric and any NPCs will) will fall asleep. The next thing they know will be when they awaken beside the burnt-out fire under a cold afternoon sky. Any player who says he is turning his attention to anything else as well as, or instead of, listening to the tale will notice the others dozing off. If he asks, he should be told that he feels drowsy himself but can jerk himself back to wakefulness to see a premature smile of triumph on the face of the young 'peasant' (actually a faerie creature). A single shout will rouse those asleep, but the faerie will have vanished completely, without a trace.

If the party succumb to sleep, they will, lose six hours, waking early the next afternoon. This must be made up by pushing on quickly and perhaps even marching on after nightfall. Characters will fight at −1 and be down 1-3 hit points through fatigue after such exertion, until they get a full night's sleep.

Fifth Part: The Hermit's Cottage
Shortly after midday (or late afternoon if trapped by the faerie storyteller), you reach the edge of the forest. A few hundred yards on, the river forks in two. A low cottage with a blue wisp of smoke curling from its squat stone chimney stands on the river bank, a woodpile beside it and a small boat beyond.

DM: Erik Iceheart waits inside the cottage for the party. He and Caedmon arrived hours ago, murdered the trapper who dwelt here, and hid his body in the woodpile. They left the woods some way to the west. Their footprints, now partially obscured by fresh snow, will be found only if the party specifically scout around. Caedmon has gone on to Talionis' lair alone, leaving Erik to deal with the pursuers.

You are some 50 yards from the cottage when a man wrapped in thick furs emerges from it. Approaching you, he introduces himself as Notker the trapper and gruffly warns you that if you mean to rob him, he will put up a good fight. He pushes away his cloak, revealing his scabbarded greatsword.

'We intend you no harm, good fellow,' says Osric. 'We are the king's men, on a mission most holy for our liege. We must cross the river here, and I ask only that you lend us your boat.'

Notker grumbles, but eventually accedes. 'The boat only holds three,' he points out. 'I'll row the last two across so I can bring the boat back afterwards.'

DM: Erik's plan is to wait until the last two are about to cross, and then attack them. After putting them down, he will then take cover in the cottage to avoid any arrows the others may shoot at him from the far bank. After waiting for the party to leave, he will use his ranger skills to track them and pick them off. If the party decide not to cross the river here, for some reason, he'll misdirect them and follow the latter tactic. If at any stage Erik thinks he is in serious personal danger, he'll either flee or bargain for his life with information. He is very canny, remember, and will demand a holy oath from the party that he goes free and unharmed if he keeps his side of the bargain.

The party's map shows that the dragon's lair is at the head of one of the two branches of the river, but which branch? A close look will reveal that the western branch is faster flowing and slightly warmer. This is because it flows through the heat of the lair at its source. The eastern branch will be found to be frozen over half a mile upstream.

The Final Part: Into the Dragon's Lair
It is now late on the night of the winter solstice, stars glitter in the sky like hoarfrost. You have followed the river into the foothills. The river is considerably warmer here, melting the ice and snow on its banks. Trudging up a steep slope, you see where the river gushes from a fissure. After stooping to pass through, you light torches to reveal a winding passage through which the river flows. You are on a rock ledge barely wide enough for two to walk abreast. The other wall, some 20 yards away, holds a still narrower ledge on that side of the river.

DM: The ledge is slippery. Traversing it takes 12 turns and each character must roll each turn to see if he slips. If the movement rate is 6" or less the chance of slipping is 2%; 7"-9", 5%; and 10" or more, 9%. Anyone who slips must roll their dexterity or less on 1d20 or fall into the river. If they were nearer the wall, they also bowl anyone alongside them into the water as well. Up to three characters can grab at a falling companion, needing to roll their dexterity or less on 1d20 to get a good grip. If at least two people can grab him, the character is saved, otherwise he is swept away and drowns.

After what seems like hours of tortuously traversing the ledge, you round a bend and enter a cavern through which the river flows. There is more space now, at least 20' between the wall and the water, and you may quickly reorganise your battle order before advancing. It is much warmer, and you throw off your heavy furs.

The river issues from another passage about 40' ahead. Beside this is a pile of fallen rocks - and something else. Something gleaming like ivory. The skeletons of several long dead warriors. Their bones are very white; cobwebs veil their eyeless sockets; their weapons and scraps of armour gleam bright and clean. You feel your skin crawl as the skeletons rise from the dust and move out to block your path.

DM: The characters have never met undead before – such creatures are virtually unknown in this magic-restricted world. Characters must save versus *fear* (at +4) or be rooted to the spot for 2-6 rounds; they will still get to fight back if meleed.

As you prepare for combat, a slight form resting on an oak staff emerges from the shadows of the passage ahead. He brushes some dust from his fingers. There are only two pouches at his belt now. He gives you a last look of mingled amusement and regret, and turns back into the darkness.

DM: Caedmon has used his *recall the dead* spell on some fighters slain by Talionis over the years. The number of skeletons is one more than the number of the party, up to a maximum of eight:

	Level	*HP*	*AC*	*Weapon*
Skeleton 1:	3	16	4	Longsword (1-8)
Skeleton 2:	4	20	5	Two-handed sword (1-12)
Skeleton 3:	3	16	5	Bastard sword (2-8)
Skeleton 4:	2	12	4	Longsword (1-8)
Skeleton 5:	2	16	5	Morning star (1-8)
Skeleton 6:	3	14	4	Longsword (1-8)
Skeleton 7:	3	14	4	Longsword (1-8)
Skeleton 8:	4	26	4	*+1 Longsword* (1-8)

Except in these respects, treat them as normal skeletons.

For a moment you survey with horror the grisly forms of your fallen foes, then you remember the urgency of your mission and press on. After another 30' or so, the tunnel opens into a chamber. The river flows from a vivid blue pool over which hangs a soft mist. Deep below its clear waters, you can make out the bones of old dragons. Another tunnel going deeper into the mountain leads from this chamber...

DM: This is the *Pool of the Wyrm's Ancestors* from which the king drank. One sip will give the drinker fleeting images of the future - nothing very specific, and *not* of the immediate future. A second sip at any time has a 50% chance of causing insanity; and any further sips guarantee insanity. The water loses this magical property, and its colour (why the river isn't blue), 5 seconds after leaving the pool, so it is of no use if taken away for later use.

The party have no time to investigate the pool now. If they help Talionis against Caedmon, she will offer them each a sip later, and warn them that they must never take more than one sip. The vision each character has is up to the DM. It should be something that will be of use to the character. For example, 'You see robbers lurking in some bushes, about to waylay a lone rider. It is spring, judging by the flowers and leaves. The rider comes closer and you recognize yourself!' The character is thus forewarned of an ambush.

There is a stillness in the air. The passage winds on another 60' and then seems to end abruptly, but shadows dancing across the glistening rocks make it clear that the tunnel does not end here but snakes sharply to the left. Turning the corner, you find your way blocked by a wall of flame. From beyond it you hear the roar of a great beast and a human voice speaking in an unknown tongue.

DM: Hengist's advice was correct - anyone of good alignment can walk through the flames unharmed. Neutral and evil characters must save vs breath weapons (the former at +5) or take 8d6 damage - but if their intention is to aid Talionis, the damage taken is the minimum possible (ie, 8 points if they fail to save, and 4 if they do).

You step from the fire into a huge cavern. The dragon's golden egg is on the far side, cloaked by protective flame. Caedmon and Talionis are 60' away, squaring off for their final battle. Neither has noticed you. Talionis rears up, spreading her great wings to the cavern walls. Tongues of blue and violet flame lick around Caedmon, lighting his face eerily. Raising his hand, he shouts a spell just as Talionis unleashes her fiery breath. White lightning arcs over red-gold flames. Talionis shudders as the wizard's bolt sears her; but it seems that Caedmon must be defeated as for several seconds he is engulfed in the dragon's awesome inferno. However, the flame dies and the wizard stands unharmed; safe in his wreath of blue fire. He smiles at the damage his bolt has done, and raises his staff. Then, as though some sixth sense has warned him, he turns and flashes a cobalt glare at you...

DM: The party's arrival means some quick rethinking for Caedmon. His *bolt* took the dragon down to 21HP, so he should be able to finish her off with the power in his staff. But he must manoeuvre so as to catch the party with his *bolts* as well; or else try to slay Talionis quickly and reach the egg before the party can stop him. He has 7 more rounds before his protective *fire shield* subsides, and he'll need 1 round to get through the egg's protective flame. Anyone striking Caedmon while the *fire shield* is up takes 2d8 damage themselves. He is out of dragon dust, but has his staff and his 1st and 2nd level spells - he has already cast *shield*.

Remember that Talionis is protecting her egg. She realises that the party want to help her, but that will not prevent her from breathing on Caedmon if they are in the firing line.

If the party and Talionis defeat Caedmon, she will invite them to spend the solstice celebration with her. Her fledgeling hatches at midnight and takes an immediate liking to his soul-brother Osric. (Dragons in this world spend 18 years in the egg listening to the voices of their ancestors before hatching. The young dragon, Protervus, is almost adult, therefore.) Talionis herself keeps calling Osric by his father's name - it seems to her such a short time since she saw her old friend!

THE CAST

Osric
4th level fighter; 29HP; Lawful good; AC5;
Str: 13; Int: 14; Wis: 13; Con: 16; Dex: 12; Cha: 16.
Equipment: Two-handed sword; dagger; chainmail; 2 throwing axes. (*Potion of Heroism*, and *Kheoghtom' Ointment* from Hengist)

Osric, the heir to the throne of Beorsca, is not quite 18 years old. A tall and handsome youth, he is probably the sort of warrior his father would have liked to be, for although Athelred has remained doggedly true to the new religion, he never has the effortlessly pure heart of his son. Osric's long golden hair and grey eyes make him much like a younger version of his father, though he has not the king's full beard or battle scars.

Caedmon
9th level magic user ; 25HP; Neutral evil; AC10.
Str: 6; Int: 16; Wis: 12; Con: 10; Dex: 12; Cha: 16
Spells: 1st: *Charm person; hold portal; shield*
2nd: *Continual light; ESP; invisibility*
(3rd: *Blink, fly, lightning bolt)*
(4th: *Fire shield, wizard eye)*
(5th: *Recall the dead*)*
**Recall the dead* is Caedmon's own spell with which he can animate 2-8 skeletons to fight for him for two turns. The skeletons have ⅔ the level and hit points they had in life, and for the duration of the spell any weapons and armour they had is restored to pristine condition.
Equipment at the start of the adventure: Four pinches of dragon dust; gnarled oak staff which is a *Wand of Lightning* (4 charges).

In his youth, Caedmon was a close friend of Athelred. When they befriended the dragon some 20 years ago, Caedmon was given 50 pinches of dragon dust. He now chafes at the fact that his former friend went on to win a kingdom while he lives in his tower in bitter and lonely seclusion. His alignment drifted to neutral evil and his sanity to mad. He wants enough dragon dust to have a chance of taking over the kingdom, but failing that he will settle for enraging the dragon into causing widespread destruction.

Caedmon has not borne his 42 years as well as Athelred. He is frail and bent. His hair is sparse, and his complexion is unhealthily sallow. Only his eyes reveal the hidden energies within, for they are a clear and most startling sky-blue.

Erik Iceheart
6th level ranger; 42HP; Neutral; AC6
Str: 15; Int: 13; Wis: 14; Con: 14; Dex: 12; Cha: 14
Equipment: Two-handed sword (see below); dagger; studded leather; bow and arrows

Erik, a slightly-built man in his early 30's, is of medium height with a handsome face and short, golden brown hair. A travelling mercenary from the north-east, he came to Beorsca six years ago and fell in with Caedmon. He intends to help the wizard get the Dragon dust (hopefully with minimum risk to himself) and eliminate him once they have won the kingdom from Athelred.

Treat him as a 6th level ranger, though he is certainly not of good alignment - even his neutrality is tainted by a cold-blooded willingness to dispatch people in the way of his plans, hence his nickname.

Erik's sword, *Ymir's Fang*, is +2 to hit and damage (+4 vs fire-using creatures). The sword has been passed down in Erik's family for generations, but it cannot be possessed by an outsider. If Erik is slain and *Ymir's Fang* examined, it will be found to be made of murky ice! It will then melt to a puddle of dirty water within minutes.

Talionis the Dragon
Neutral; AC2; Move: 9"/30"; 56HP (from 8 dice); Attacks: 1-6/1-6/2/20.

The dragon is not of any standard type. She is 35' long with coppery-red scales along her belly. She is only interested in guarding the egg she laid 18 years ago and which is now about to hatch. She can speak, is fully intelligent, if a little slow on the uptake, and can breathe flame like a red dragon.□

Fiend Factory *is a regular department for readers' monsters edited by Albie Fiore. This issue, the creatures of Julian May's* Many Coloured Land *books for* AD&D.

CREATURES IN EXILE

by Paul Harden

Julian May's striking and original series of novels, *The Saga of the Exiles*, concerns the fortunes of the humans of the future who, for various reasons of their own, go into voluntary exile in Earth's prehistory by way of a time-gate. On arrival, however, they find prehistoric Europe dominated by two alien races, forcibly ejected from their own distant planet.

FIRVULAG

No Appearing: 4-80
Armour Class: Varies; see below
Movement: 9"
Hit Dice: Varies; see below
Treasure: R, F (magic)
Attack: Varies; see below
Alignment: Chaotic neutral
Intelligence: Average-exceptional
Psionic Ability: 130-240, Attack/Defence Modes: B, D, E/F, I, J

The ancestors of all Firvulag living on the *Prime Material Plane* were allies of the Tanu rebels in *Elysium*, and were exiled as they were. The alliance was always uneasy, and the races separated soon after their banishment. Since then, a bitter hatred has formed between the two races; the Firvulag detest the arrogance of the Tanu, while the Tanu regard the Firvulag as backward (and barbarous) savages. The Tanu attitude may have arisen due to the Firvulag preference for living in cavern and cave complexes, and their habitual rowdiness.

All Firvulag have the psionic discipline of *Mind Bar* at mastery level 2-8. They also possess a variety of the discipline of *Body Weaponry* which, as well as providing the usual powers, causes a monstrous illusion to form around the Firvulag; each member of this race has a unique illusionary form – the more powerful Firvulag assume such horrific illusionary aspects that any creature viewing them must save vs wands or be affected as by a *Fear Wand*. There is no maximum to the weapon equivalent bestowed by *Body Weaponry* (ie, up to longsword +4); armour class equivalent is calculated as for a thief. Firvulag do not use conventional armour or weapons, though they do use handaxes and daggers as tools.

Firvulag vary enormously in size (4'-9' tall), and this is reflected in their varying hit dice. To establish hit dice, level of mastery of *Body Weaponry*, and *Fear* ability, roll d10:

	Hit Dice	*Mastery Level*	*Fear Ability*
1-4	2	3-4	no
5-7	3	5-7	yes; save at +3
8-10	4	8-10	yes; save at +1

If a 10 is rolled, there is a 1 in 6 chance that the Firvulag in question will be 5 hit dice, mastery level 11-12, with no modifier to fear saving throw. Like the Tanu, Firvulag take double damage from iron weapons. They do not use torcs, nor do they take slaves. The non-illusionary form of Firvulag is similar to that of stocky and powerfully-built humans. They speak common, alignment, and their own tongue, and live for about 250 years.

TANU

No Appearing: 2-40
Armour Class: Variable
Movement: 9"
Hit Dice: 3d8
Treasure: F
Attack: by weapon type; psionics
Alignment: Neutral (evil tendencies)
Intelligence: High-genius
Psionic Ability: 130-240; Attack/Defence Modes: B, E/F, G, H

All Tanu encountered on the *Prime Material Plane* are descendants of a defeated band of rebels banished from *Elysium* by their neutral good kin via a one-way *gate*. They take double damage from iron weapons; because iron is so inimical to them, Tanu wear vitridur armour (-1 on armour class) and use vitridur weapons (-1 to hit). Vitridur is a kind of very tough glass.

The Tanu latent psionic powers are activated by gold torcs which all adults wear. Tanu young, being torcless, have no psionic or spell-related powers. The torcs also bestow a limited form of regeneration (see section on torcs). Psionic disciplines common to all Tanu are: *ESP* (Tanu cannot 'mesh minds' to increase range), *Mind Bar* (level of mastery 2-8).

There are four classes of Tanu, each possessing different spell-like powers. Roll d4 for individual's class, or choose:

1. Coercers. The Coercer's powers are derived from sheer force of will exercised to dominate other creatures. All coercers possess the psionic discipline *Domination*, and psionic attack mode C (*Ego Whip*). To determine coercers' spell-like powers and the frequency with which they can be used, roll d10:

1-2 *Command* twice/day
3-5 *Hold person* twice/day
6-7 *Fear* once/day
8-10 *Hold monster* once/day

2. Redactors. Redactors can mentally affect the attitude and well-being of others. All redactors possess the psionic discipline of *Cell Adjustment* (level of mastery 1-8, as cleric) and psionic attack mode A (*Psionic Blast*). For spell-like powers, roll d10:

1-2 *Charm person* twice/day
3-6 *Suggestion* twice/day
7-8 *Charm monster* once/day
9-10 *Restoration* once/fortnight

Redactors' *Restoration* ability is only effective against *mental* illnesses.

3. Psychokinetics. Psychokinetics involves the mental manipulation of matter. All psychokinetics possess a variant of the psionic discipline of *Telekinesis* (level of mastery 3-10), whereby 200gp weight equivalent can be moved per level of mastery. For spell-like abilities roll d10:

1-2 *Feather fall* twice/day
3-6 *Shatter* twice/day
7-9 *Fly* once/day
10 *Earthquake** once/month
* 20% chance; otherwise as 7-9.

4. Creators. The powers of creators are related to the mental evocation and alteration of matter. All creators possess the psionic discipline of *Shape Alteration* and psionic mode D (*Id Insinuation*). For spell-like powers, roll d10:

1-4 *Magic missile** once/day
5-6 *Improved phantasmal force* once/day
7-8 *Major creation* once/day
9-10 *Demi-shadow monsters* once/week
* at 5th level of magic use (three missiles)

For all classes, the number rolled indicates possession of all powers gained with lower numbers; eg a coercer rolling a 4 will possess *command* as well as *hold person*. Any Tanu rolling a 10 may (15%) also possess powers of another class. Select the second class at random, but use d6 to establish spell-like powers from the second class. Coercers and redactors are so alien in approach that a combination of these is impossible. Unless otherwise noted, spell-like powers operate at the equivalent of 12th level of magic use with respect to duration, area of effect, etc.

Tanu are fond of creature comforts, and will usually make their homes above the ground; encounters outside Tanu settlements will mostly be with small bands such as war-cum-slaving parties and renegades (who may not be evil).

Due to their ultra-sensitivity to the *Prime Material Planes* background radiation, the fertility of all Tanu has been impaired; thus they take both male and female slaves for breeding purposes, as crossbreeding has proved significantly more fruitful than racial inbreeding (the offspring are Tanu in all respects). Tanu, however, are far from averse to enslaving creatures of demi-human race as servitors of all kinds – labour, soldiery, etc – even though they can only breed with humans. Thus a Tanu lair will always contain a number of slaves equal to 200% of the number of Tanu; 1 in 20 of these will be silver-torced lieutenants (fighters of 2nd-5th level). All others will be grey-torc slaves – 50% 0 level soldiery, the rest labourers, houseservants, etc. Any Tanu encountered outside their lair will be accompanied by twice their number of 0 level soldiery; if this amounts to 10 or more, a silver-torced lieutenant is 75% likely to be present.

Tanu are 7' or more in height, resembling slightly-built humans of regal mien. They speak common, alignment, and their own language, though they usually communicate telepathically. They live for about 300 years.

HOWLERS

No Appearing: 3-60
Armour Class: 7
Movement: 12"
Hit Dice: 1+1
Treasure: R
Attack: 2 claws for 1d4 each
Alignment: Chaotic evil
Intelligence: Average (high)

Howlers are descendants of those of the original Firvulag rebels who knowingly took to living in caverns rich in radioactive ore. This, over the centuries, severely damaged the genetic makeup of the unfortunate residents so that all are now terribly deformed. Understandably, they resent this misfortune and hate all physically 'normal' intelligent creatures; Howlers are notorious for torturing and mutilating captives...

Although they have lost most of their psionic-related abilities, Howlers are able to assume an illusionary humanoid form to hide their deformity; thus they will often be encountered in the guise of normal Firvulag, 4'-5' tall. They can also assume the illusionary likeness of any humanoid they see between 2'-5' in height with 90% accuracy, and will use this power as a doppleganger does.

When slain, Howlers revert to their natural form, severely deformed and from 2'-3' tall. Howlers take double damage from iron weapons. They get their name from the mournful wailing they send up at communal gatherings. Howlers speak common, alignment, and a dialect of Firvulag which is understandable to Firvulag speakers. They live for 100 years.

The Torcs

There are three kinds of torc: gold, silver, and grey (tin) in decreasing order of power. Gold and silver torcs are made (by the Tanu) in very limited numbers; almost the only way to obtain these is by taking them from their wearers. Grey torcs are far more common: most Tanu settlements will have a small cache of spares, and Tanu slavers will invariably carry 2-3 grey torcs each when engaged in slaving expeditions.

When closed around the throat, a magical 'lock' secures all types of torc; thus they may only be removed *intact* by means of magic – *knock, dispel magic, limited wish,* or *wish* – or by decapitation. The 'lock' on grey and silver torcs is cancelled whenever a more powerful torc type is closed around a neck already bearing one torc – the lesser torc may then be removed intact, and the wearer is not subject to the removal penalties outlined below. In the case of torcs, *dispel magic* acts exactly like a *knock* spell.

Gold and silver torcs allow telepathic communication with all other torc-wearers within 9". Grey torc wearers can only receive such communication, not send it. Tanu (and only Tanu) can use their gold torcs to mentally project excruciating pain or ecstatic pleasure to grey torc slaves as punishment and reward; thus the basic morale rating of Tanu's slaves is as follows:

Tanu within 9" – 90%
silver-torc loyal to Tanu within 9" – 60%
neither of above within 9" – 30%

Silver torced lieutenants have a rating of 80% at all times – the Tanu pick their underlings carefully and reward them well.

Any character unfortunate enough to be in the presence of Tanu while wearing a grey torc can be subject to pain projection, and in which case, will be incapable of action for one round; a saving throw vs magic must be attempted each round thereafter, and until it is made successfully the character cannot attack the Tanu or their slaves/lieutenants. This restriction is negated if the character is physically attacked. A Tanu may only project pain to one creature per turn.

1. Gold torcs. Any character with intelligence, wisdom or charisma scores above 15 who places a gold torc around his/her throat is, if not already psionically endowed, entitled to a second throw to determine the presence or absence of psionic powers, but with a 10% bonus to the dice.

Gold torcs also bestow a limited form of *regeneration*: as soon as the wearer's hit points fall below one, the torc will regenerate 1 hit point per turn until zero is reached, and then a further ½ hit point, at which point the wearer will be receptive to curative magic and normal regaining of hit points, though incapable of action other than telepathic communication. On the restoration of the first full hit point above zero, the extra ½ hit point is lost. If the wearer's hit points fall below -6, however, he/she is dead. Once closed around the neck, the magic of the torc meshes irrevocably with the wearer's life-force, and removal of the torc will instantly kill the wearer.

2. Silver torcs. These are bestowed by the Tanu on all their non-Tanu lieutenants (Tanu will only ever promote fighters to lieutenancy); like gold torcs, silver torcs allow an extra dice roll for psionics endowment with a 10% bonus, but if successful the wearer can only ever have *one* minor discipline and *no* major ones.

Silver torcs have regenerative powers similar to those of gold torcs, except that the wearer will die if hit points fall below -3. If a silver torc is removed, the wearer will fall unconscious for 6 turns and lose 1 point of intelligence.

3. Grey torcs. Any character placing a grey torc around his/her neck (or having one forced on him/her) immediately becomes the equivalent to 0 level, although hit points are retained; the casting of spells and all other level-related abilities are lost. Removal of the torc will restore all former abilities, but 1 point of constitution will be lost.□

RuneRites *is a regular department for* RuneQuest. *This will be* the last RuneRites *to be edited by Oliver Dickinson. He will be leaving us due to the time-consuming nature of his 'real' job. Well, we'd like to thank Oliver for all his excellent work and wish him the best in the future. We'd also like to welcome Dave Morris, who will be taking over from Oliver as* RuneRites *editor, from next issue.*

RUNEQUEST ECONOMICS

by Russell Massey

I have become more and more aware, as additional *RQ* supplements are published, of the wrongness inherent in characters' owning large quantities of precious metal. They could possess anything up to tens of thousands of silver coins, a sum probably weighing 10 to 20 times the carrying capacity of the adventurer. The vision of the typical warrior comes into mind. He/she rides into town, throws a couple of coins to the innkeeper for room and board, and then walks to the nearest temple and tips 5 chests of Lunars onto the floor in order to purchase *healing 6*, or to bring his/her skill level in Taste analysis up to 90%. What could a temple do with all this money, anyway? (*Here Russell and I parted company on the proportion between income and expenses for a temple; but I will concede that most temples will, on the face of it, have very large sums of coin coming in as payment for teaching and from their Rune Lords. Remember, though, that they must provide these same Rune Lords with very costly equipment –OD*).

The solution to this problem presented itself when I read the section on mercenary pay in *Borderlands*. The adventurers get a roof over their heads, sufficient food, a small quantity of hard cash, *and* the promise of training. In effect hirelings are given a note of credit for x amount of Lunars which can only be redeemed for spells or skills from the servants of their employer. This at once reduces the level of cash payment which the adventurers can expect when hired for missions by temples, Rune levels, and weapon-masters. The actual sums changing hands will be small; what the characters are working for is the time given to them for teaching by their employer. It also becomes easier now to see how the more barbarous cultures operate. They do not mint money but use a barter economy, and it would be very inappropriate to have barbarians paying each other in coinage. Going out, and finding a unicorn horn for a Daka Fal priest would get a leg of bison, a baboon tooth necklace and a spell of your choice taught for nothing, not the highly dubious sum of 1000 Lunars (*Actually, should be worth a lot more, but the principle is correct –OD*).

I began to wonder if these notes of training credit could become currency in themselves and be passed from hand to hand until finally redeemed at the temple of issue, perhaps years after they were drafted; if so, it seemed that all the system would be doing would be devaluing the costs of training originally given. After all, a note for learning one 500L spell from the Lhankor Mhy temple would be sold for less than 500L, because it is less flexible than the equivalent in money, which can be used to buy food, weapons, slaves, or anything else and can be divided into smaller parts, some spent some saved. I came to the conclusion that the widespread use of such notes as currency would be unlikely because of the low standards of literacy on Glorantha. The average (illiterate) adventurer of my experience is not likely to accept that a piece of parchment with a few squiggles on it is the equivalent of 40 hours with Morton Mace-King in the next village without considerable suspicion. The only class likely to be regularly exchanging bits of paper is the literate priest class, and even then the lack of a common language would create problems.

Another source of mountains of coinage is in treasure-hoards accumulated by bandits, raiders, chaos-things and the like, and liberated by the intrepid adventurers. The division of this loot into the categories of copper, silver, and gold has always seemed to be a convenient abstraction to make the stuff easier for the players to count and spend. In realistic terms, the groups mentioned would be gaining most of their plunder from adventuring groups and travellers, who are quite likely to be merchants, and therefore their loot should be in the form of whatever valuable items are carried by their victims. These could be weapons, armour, mounts, and trade goods, with actual coinage forming a much smaller proportion of the total value (remember, the adventurers are all being paid with training credit now). The exact proportions will vary, depending on whether a merchant has been robbed just after selling his wares or whether the latest victims were empty-pocketed, down-on-their luck adventurers, but a maximum of about 30% in hard cash seems about right. Of course, there may be quite a few bits of parchment with squiggles on in the hoard as well, which should give ignorant characters an incentive to learn to read a little better!

LUNCHEON VOUCHERS?

As an example of a more realistic treasure hoard I will give a description of the loot garnered by a trio of gargoyles, whose lair can be found in a cave complex 15m up the side of a cliff overlooking a little-used track between two smallish towns. For three average gargoyles the Treasure Factor is 33; rolls on Treasure Table give the following result – Clacks 335, Lunars 825, Wheels 2. The total value in Lunars is 899. Most of the victims will have been minor traders, lone travellers and the like, so let us assume that 25% of the hoard is actually cash. Retaining approximately the same proportions of coin denomination as before gives 90 Clacks and 216 Lunars. It is unlikely that any animals could have been taken alive by the gargoyles, even if they could have been flown up to the lair (but war and cavalry horses can form a substantial fraction of the treasure owned by groups of brigands). The remaining value of the gargoyles' treasure will come from the personal possessions and trade goods of their victims, as follows: 2 good leather saddles (160), 1 bronze lamp (5), 1 small tent (10), 1 shortsword (25), 5 daggers (100), 1 light crossbow (60), 1 composite helm (10), 1 ringmail byrnie (50), assorted pots and pans (ENC 8)(16), 12 loads of lamp oil (6), 14 wolf pelts (ENC 4)(21), 1 bolt of good cotton (60), 1 spool of silver thread (35), 90 sheets of paper (45), 4oz spices (80), making a total of 683L. This gives a value roughly equivalent to that rolled randomly (complete accuracy is not necessary) and is a lot more interesting for the players as they all rush to try the byrnie for size. Naturally, they will not be able to dispose of the goods for anywhere near their original purchase price, but the values are given as if the characters had actually bought the items. (*Here I might interpose that PC's should not expect to get the full value of gems and jewellery as Evaluated, either, unless they have acquired these from the jeweller earlier at an agreed value, as easily portable treasure. Bargaining should take place when such objects are sold; but GM's should not totally cheat the poor players, who will start with low Bargaining skill! –OD*). For randomly occurring encounters a quick and simple way to determine non-monetary loot is to take the character sheet of a deceased adventurer and to list his/her possessions as those that the monster has acquired. For pre-planned encounters it does not take too long to work out a treasure such as that suggested above, when compared to the time spent generating the stats of the creature(s).□

A Page of Many Things

Treasure Chest *is a regular department for readers'* D&D/AD&D *ideas. This issue we have something for players, a puzzle and a play aid for DMs.*

THE DUNGEON CART
by Thomas Price

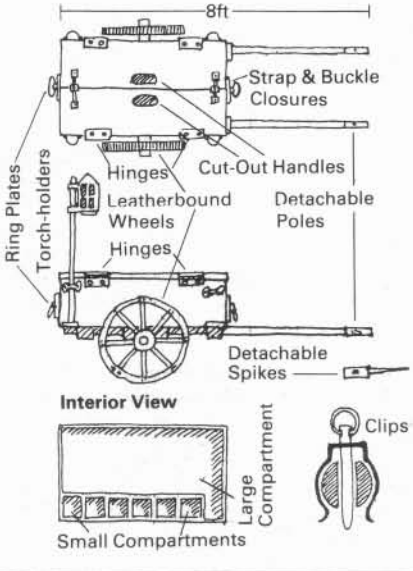
Dungeon adventurers are forever carrying the most enormous amount of equipment with them. This has to be carried on the characters back or on the long-suffering Dungeon Donkey. This means that when faced with a monster that requires discretion to be the better part of getting eaten alive, the character loses valuable running time dropping his backpack.

By using the Dungeon Cart (supplied, ready to go, at a cost of only 60gp) certain minor problems can be overcome. These include panicking donkeys, losing shields/swords as you drop your pack, transporting badly wounded comrades home, and dealing with that ten thousand gp horde.

The cart is very versatile with its detachable 8ft poles (with their slot-in spearheads) and removable wheels. Special sockets are provided for torches/lanterns. For those unpleasant sheer drops, there are rings set into the cart at either end, for the attachment of the 50ft rope provided. The wheels are leather bound for the least possible noise and the lid buckles shut to ensure that not a single gold piece falls out, no matter how rough the ride.

The interior is divided into two sections, one of the small compartments, the other forms one large compartment. The small compartments are useful for storing those small items that are easily lost; like nails, gold pieces, candles, fake jewels etc. The large compartment comes already supplied with a 50ft rope with a hook at one end and spare straps to fasten kit to the cart, and is ideal for the larger items such as hammers and spare swords/shields.

In conclusion the Dungeon Cart is a welcome addition to any party and represents the best value for your gp.



THIEVES' WORDSEARCH
by Graham Staplehurst

F T S E H C E R U S A E R T R S
H O B B I T K P P A S D R I R R
K C O L K C I P O R R A E O A E
T A E T A N O D U I P E O P T L
S R O S P A O P N P S D G T T E
S L E L C A T M E A T O O G C M
I T L H C U D D E A B R N R A S
L D E A C S W A G B A G I G E D
V R C A W L G N N G E M S H O P
E A T A L B I E I T E M S C T R
R O R L C N M F H N A F A U T E
T H U G E H D I E N J R S L E D
M A M T D I E N L N D A S O L N
H E S I R F H K O C C M A O I U
P I C K P O C K E T Y E G T T L
L E N P A R G D N A E P O R S P

48 words are hidden in the grid shown above. They are written in any direction: up, down, forwards, backwards or even diagonally. The word THIEF has been given to you to start you off. All you have to do is mark in the other 47 words. When you have do this, you should have 13 letters left over and unused in any of the words. If you rearrange these, you will get the name of a famous thief. The correct answer is printed in the *Next Issue* section of the *News* page.

Word List

adept
assassin
bandit
cache
card
climb walls
cloak
crime
cutpurse
dagger
dice
dirk
electrum
fence
filcher
footpad
frame
garotte
gem shop
gold
haul
hinge
hoard
hobbit
knife
lair
listening at doors
loot
magsman
monk
ninja
picklock
pickpocket
plunder
poacher
poison
relic
rope and grapnel
sack
sap
silver
steal
stiletto
swag bag
thug
trapped
treasure chest

DROWNING RULES FOR D&D
by Graeme Davis

All characters are assumed to be able to swim, and no trouble is to be expected when swimming unencumbered in still water. An encumbered character falling into water through the operation of a trap, or a character swimming in hazardous conditions (strong currents, sudden whirlpools, attack by aquatic monsters, etc), must make a saving throw calculated as follows:

$$\frac{\text{Str} \div \text{Con}}{2} - \frac{\text{Total encumbrance in pounds}}{25}$$

Note that this is a *low* saving throw (ie d20 roll must be lower to save). An additional -1 is imposed for every 10% of total hit points lost.

If this save is made, the character may continue swimming for a number of rounds equal to Str score, or until the next hazard or attack. If the save is failed, the character sinks, and must save vs Con to avoid drowning. Kind DMs may prefer to give the character a Dex saving throw to avoid inhaling water, and the Con saving throw if this is failed. If the character has not drowned, he or she is still underwater, and can hold his or her breath for a number of segments equal to Con score. To attempt to regain the surface another saving throw as above is necessary, and may be attempted once per segment. Once the surface is regained, the saving throw must be repeated in order to stay there.

Heavily encumbered characters may need to lighten their encumbrance in order to make the surfacing roll; time needed to ditch some of the more common items of equipment are given below, and a surfacing roll cannot be made while ditching. If a character has not made the surface by the time his or her breath runs out... game over, player one.

Hand-held items	– instant
Shield	– 1 segment
Backpack	– 5 segments
Helmet	– 1 segment
Belt[1]	– 4 segments
Harness[2]	– 7 segments
Cloak	– 4 segments
Gauntlets	– 2 segments
Boots	– 5 segments

1: Includes sword-belt, pouches, etc.
2: Includes shoulder slings for quivers, daggers, etc.

Armour takes an awful lot longer – 2-12 rounds, depending on type, although gauntlets, boots and helmet can account for up to 10% of the weight. Remember that some things need to go first – it's no good trying to take off your backpack with a shield still strapped to your arm, and the pack itself goes over straps, harness, etc; also, don't try fumbling with straps and buckles with your gauntlets on.□

NEW MAGICAL EXPRESS

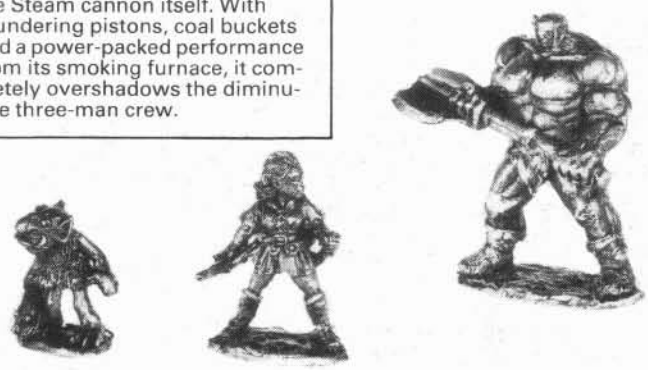
SILVER BEINGS

Steam Cannon
PRODUCER: Ral Partha/Citadel Miniatures
STARRING: Crew of Three

A big budget production which really lays it on with the hardware. The real star of this boxed set is the Steam cannon itself. With thundering pistons, coal buckets and a power-packed performance from its smoking furnace, it completely overshadows the diminutive three-man crew.

Chronicle
PRODUCER: Citadel Miniatures
STARRING: Nick Lund

After all the rumours, the deal has finally been struck. *Citadel Miniatures* will be producing Nick Lund's *Chronicle* range. They will be snazzily blister-packed with Nick sculpting the figures in his own innimitable style. This is scheduled to be a long-running series with the first of the line due to start rolling in the next few weeks.



White Dwarf Personalities
PRODUCER: Citadel Miniatures
STARRING: Thrud the Barbarian, Griselda, Gobbledigook

This latest production is in the true Tinbin Town tradition. The plot is loosely based on the commemorative *Fiend Factory* which celebrated the 50th *White Dwarf* by featuring all the magazine's personalities. They all figure in this set which is dominated by a really heavyweight performance from Thrud, an old hand at method axing.

OFF THE RECORD

HELLO, GOODBYE
Dave Ritchie, the last of the original *SPI* band, has now split with the group. The new line-up will go on the road as *SPI TSR*. Dave has joined the *Coleco* outfit.

O LUCKY MAN
The big prize winner of the *Games Workshop Christmas Adventure* competition was John Sweeney of Nottingham. John wins the £500 voucher for finding 844 words cunningly hidden in *Games Workshop*.

TELL THE TRUTH
Will the real Steve Jackson please stand up!

Yes, Steve Jackson finally meets Steve Jackson. On the left, of *Steve Jackson Games* is Steve Jackson, *Car Wars* inventor, reading *Citadel of Chaos*; on the right is Steve Jackson of *Games Workshop*, *Citadel of Chaos* author, reading *Car Wars*. Confused? You will be.

Games Workshop have been granted exclusive distribution of *Steve Jackson Games* in the UK. Goodies to be released later in the year include more *Car Wars* material possibly including a new role-playing system. Computer game versions of *Car Wars*, *Illuminati*, and *Ogre* are also to be released by *Original Software Systems*.

OUR LITTLE RENDEZVOUS
The date, the time and the place have all been set. *Dragonmeet* '84 is underway. This year's event will be staged on July 28th at the Central Hall, Westminster. Keep your eyes peeled for further information on the line-up for this year's show.

REINCARNATION INC
Is reincarnation a myth to cheer up cockroaches and warthogs? Maybe so, but parts of the recently deceased *Heritage* seem to be stirring again. A new company, *Genesis* by name and nature, have bought up the rights to several old *Heritage* titles including some of the *Dwarfstar* range and *Dungeon Floors*. They have also bought up *Texas Miniatures* who happen to hold most of the former *Heritage* figures moulds.

NATIONWIDE

MAG GUIDE

The *Dwarfsters Road Show* goes on nationwide tour next issue with *White Dwarf* lined up for all the major high-street venues. Headlining will be *Castle of Lost Souls*, a solo act, backed up by *The Serpent's Venom*, a low level *D&D* scenario and *Tabletop Heroes*, a colourful new act. To warm up the audience, *The Name of the Game* will introduce role-playing games, starting with *D&D*. Many more are on the bill including all the established stars. Certain acts will be high-lighted in full colour, making this the most spectacular production yet. Not to be missed!

NEW RELEASES

SEARCHING FOR A HEART OF GOLD
HEARTQUEST SERIES: Jeannie Black, Madeleine Simon, Linda Lowery (*TSR Inc*) Lock up your Cindy dolls, here comes *TSR*'s onslaught on the teenibop girlie market. Each of the four books has a saucy see-through cover to give a teasing glimpse of the colourful adventures that lie within the virginal white outers. With lyrics like

I'm sorry if I hurt you,
but tiny boxes
can be very dangerous.

this could be the cult hit of the year.

AND THE BEAT GOES ON
DRAGON OF DOOM: Rose Estes, RAID IN NIGHTMARE CASTLE: Catherine McGuire (*TSR Inc*) If you've got a successful formula, then stick with it, right! Here's two more *Endless Quest* tracks from the *TSR* hit factory following in the footsteps of Abba.

More MOR?

YOUNG BLOODS
FANTASY FOREST SERIES: Michael Carr, Michael Gray, James M Ward (*TSR Inc*) Too much solo role-playing makes you go blind, that's why this latest series is printed in larger than normal type. The first four tracks in a series aimed exclusively at the minipoppers.

DEADMAN'S CURVE
TURBO FIRE and HELL ON WHEELS: (*Autoventures*) I love the sound of breaking glass, screeching tyres and screaming metal. There's a fair share of all these in two new heavy metal sounds on the new *Autoventures* label, to be released soon. Both modules can be played not on your Walkman, but on your *Battlecars* and *Car Wars*. Keep on truckin'.

BATTLE CRIES
WELLINGTON'S VICTORY, A GLEAM OF BAYONETS, BATTLE OVER BRITAIN, AIR WAR: (*SPI, TSR*) Having taken over the old *SPI* label, *TSR* have gone through the archives and reissued a batch of four old titles in their original format apart from snappy new box covers. Pure nostalgia.

REISSUE OF THE MONTH
ELRIC and DRAGON PASS: (*Avalon Hill*) Two revamped, remixed versions of two classic cuts originally released on the *Chaosium* label. *Dragon Pass* was originally released as *White Bear, Red Moon*. Pure nuggets.

CLASSIFIED

All classified ads must be prepaid at the rate of 10p per word, display ads £3.00 per scc. Please send copy and payment to White Dwarf *27-29 Sunbeam Rd, Park Royal, London NW10, making cheques/ POs payable to* Games Workshop Ltd.

Parlez-vous Francais?
Games Workshop's Trade Sales Division is looking for a salesman or agent to sell our wholesale range of games to retail outlets in France. The successful applicant will be fluent in French and English; be willing to live (or is already living) in France and travel widely therein; have a driving licence and car; be experienced at selling; have some knowledge of hobby games. Terms of employment and salary/ commission to be negotiated. Please apply in writing with CV to Peter Darvill-Evans, *Games Workshop Ltd*, 27-29 Sunbeam Road, London NW10 6JP.

For Sale
Citadel, Heritage, Dungeon Floor Plan Bargains. Send large SAE for lists. I Davis, 177 Downs Road, Belmont, Sutton, Surrey.

For Sale
Cloaks: Adventurers for the use of (£8.00). State colour preferred. Semi-circular with hood to hide you better. Also full costume service to order. *Roger Price Services*, 67 Highfield Road, Coventry.

For Sale
Talisman, Mystic Wood, Sorcerers Cave, Apocalypse, G1-3, EX1, Traveller items, *SoloQuest 1 & 2, Thieves Guild 1 & 2*. Ring Mike: 01-670 3584, after 6pm.

Figures Painted
25mm fantasy figures painted to a high professional standard for as little as £2.50. For details send SSAE to G Drysdale, 7 Lavender Way, Shirley, Surrey CR0 7RP.

Tired of Life?
Try *The Journal of the Senseless Carnage Society No 5* and you'll never play the piano again. 50p (+15p p&p) from Simon Hartley, 5 Burgh Heath Rd, Epsom, Surrey.

For Sale
D&D, WDs, RuneQuest in excellent condition. Send SSAE for details. P Hamilton, 31 Usher Park Rd, Haxby, York.

For Sale
Knights of Camelot game, unused, boxed. £5.50 inc p&p. M Brown, 119 Hobbshill Rd, Hemel Hempstead, Herts.

Andromedas Edge
The Wars for the Rim. Latest computer moderated PBM from *Living Space Games*. Flexible, fast-moving and fun. Players carve out empires on the galactic fringes. Features ship design, tech and weapons research, colonisation, diplomacy, exploration, naval squadrons, troops and much more. Turns from £1 each. For further details send 9x4 SSAE to *Living Space Games*, 11 Victory St, Keyham, Plymouth PL2 2BY.

Pass The Bangers, Mum
Is this the last of the *Dragonlords Crusaders*? Will the evil Lord Gygax escape? Is the world doomed? Answers to these questions and more remain unanswered in the incredible shrinking *Dragonlords 21*, available from *Dragonlords*, Avalon, Grams Rd, Walmer, Deal, Kent, CT14 7PU for only 60 pence!

Tempestuous Orifice IV
There was nothing anywhere but blackness and horror and silence and bones. Send 60p to 15 York Close, Morden, Surrey and may God rest your souls.

Postal Games
Discover a whole new world of deceit, blackmail and unpleasant goings on. Play *Diplomacy* by post in the monthly games magazine *Sodder*. Alternatively postal *Junta* – you too can be General Galtieri! Also *Chess, Man-Eater* and others. *Sodder* is 40p an issue or SAE for details from Bill Wright, Boyland House, Morningthorpe, Norfolk.

For Sale
White Dwarf 1-40 plus 3 binders. Offers: 021 358 5453.

Character Generator
48K Spectrum character generator: roll up characters in seconds. Includes 7 races, 10 classes, 20 levels, languages, spells, henchmen etc catered for. Also checks for psionics. All those fiddly bits you hate. Ideal for large No's NPCs etc. Cheques/POs for £3.00 to Paul Honigmann, 55 Wilmslow Rd, Manchester M14 5TB.

Melee-D for ZX81/Spectrum
A computerised database for DMs. Generates 'to-hit' and 'damage' values for nine characters. Send SAE for details, £2.00 for listing. *MPTD*, 207 Durham Rd, Stevenage, Herts SG1 4JR,

HELP!

Clubs, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

SF Birmingham
Sci-fi wargamer loooking for contemporary (25+) for correspondence while I am abroad and while on UK leave. Mr D F Chillington, British Aircraft Corp, P O Box 98, Dhahran – 31932, Saudi Arabia.

S Croydon
17-yr old *Traveller* seeks attractive female players in this sector. Has some *RuneQuest* experience. Willing to learn most RPGs. Interested in table-topping, any period. Contact: David, 127 Sundale Avenue, Selsdon, S Croydon, Surrey CR2 8RX.

Medieval Re-Enactment
BPAS 'D' team. Medieval Re-enactment in Dorset. Wargaming, RPG re-enactment. Same hobby! Recruits wanted for start of season. Referees come and handle the weapons. Ask questions. Send SSAE to: 81 Bridport Rd, Dorchester, Dorset DT11 2NN.

AD&D Macduff
Four *AD&D* players/DM seek fellow (14-15yrs) players in Macduff/Banff area. Phone: Macduff 32196.

Aardvark 1984
Bristol University's biggest ever convention! Wide variety of wargames and RPGs, or bring your own scenarios. Don't miss it! Saturday 3rd March, 9am-10pm at the Bristol Students Union, Queens Road.

Players Wanted
In the Tunbridge Wells area. *AD&D* etc. Contact: Peter England, 4 Speldhurst Rd, Southboro', T Wells, Kent TN4 0OP.

Contact Wanted
Small games club wants to correspond, exchange ideas, and/or games with fantasy gamers in the UK. *D&D, AD&D, Cry Havoc*, etc played. Write: c/o *Dragonriders*, Randy Solo, 5710A Dutch Mill Ct, Hanover Park, Illinois, USA 60103.

Wanted
Experienced role-players to contribute to and share in production of a new (primarily *D&D*) fanzine. If interested please write to: Robert Bradshaw, Springfield House, Aston Tirrold, Didcot, OXON OX11 9DD... Typists and those with money especially welcome.

Morrow Project Convention
28/29 April in Walsall. Cost £4.00 per person. Small event (30 people approx). Dedicated *Morrow Project* players only. Write for details to Chris Harvey, c/o *Flying Buffalo*, P O Box 100, Bath St, Walsall, West Midlands.

AD&D Leicester
Diminishing group in the South Leicester area seeks new players for weekend gaming sessions. Other games played (*RQ* players tolerated). Interested? Contact: Chris Hughes, 24 Victoria St, Wigston Magna, Leicester or phone Alan on 0533 431285.

Wanted
Pen-pal for US. Preferably an experienced games master in either *AD&D* or *Traveller* to exchange ideas and views. Please contact: Robert S Marshall, P O Box 404, Louisville, Georgia, 30434, USA.

T&T Leicester
Inexperienced *T&T/Traveller* player seeks club or players in local area. I am 16 years old; Karl Ristimaa, 33 Windermere Drive, Croft, Leics LE9 6HE.

AD&D DM
Young *AD&D* DM seeks club in Bridgnorth. Prefers to DM but will play if necessary. Will to learn *RQ, T&T* etc. Has had experience in *Traveller*. Write to Glyn Simpson, 3 Pool Drive, Bridgnorth, Shropshire WV16 5DL.

Come to the Arena
Enter the *T&T* Arena of Kazchan, the *AD&D* Arena of Coltec, the *DQ* Arena of Malmor and the *RuneQuest* Arena of Palthorn. For details send an SSAE to 450A Kingston Rd, London SW20 8DX.

Halifax Area
Enthusiastic 12-year old boy. Older experienced players wanted. Wants to learn new games and to improve on *AD&D*. Wants to get involved with role-playing games. If interested contact Jonathan on Halifax 66965..

Salute '84
Saturday 28th April, 1984 is the date of England's premiere Wargaming Exhibition. *South London Warlords* will be holding the event at Kensington Town Hall, Horton Street, W8.

Waterloo and Arnhem will be two of the forty games which will be on show. Also a special raffle with prizes from *Tamiya, Beatties* and *Military Modelling*, the proceeds of which will go to the Bovington Tank Museum Diamond Jubilee Appeal. I hope you can attend. Contact: *Open Day Co-Ordinator*, Iain Borthwick, 112 Ringwood Avenue, Croydon CR0 3DW. Home tel: 01-689 7222. Work tel: 01-681 2577, Ext 8.

Wanted
Urgently required, please someone, *WD1-29* or any large selection. Please contact Jenny Kent, c/o SU Keele University, Keele, Staffs ST5 5BG.

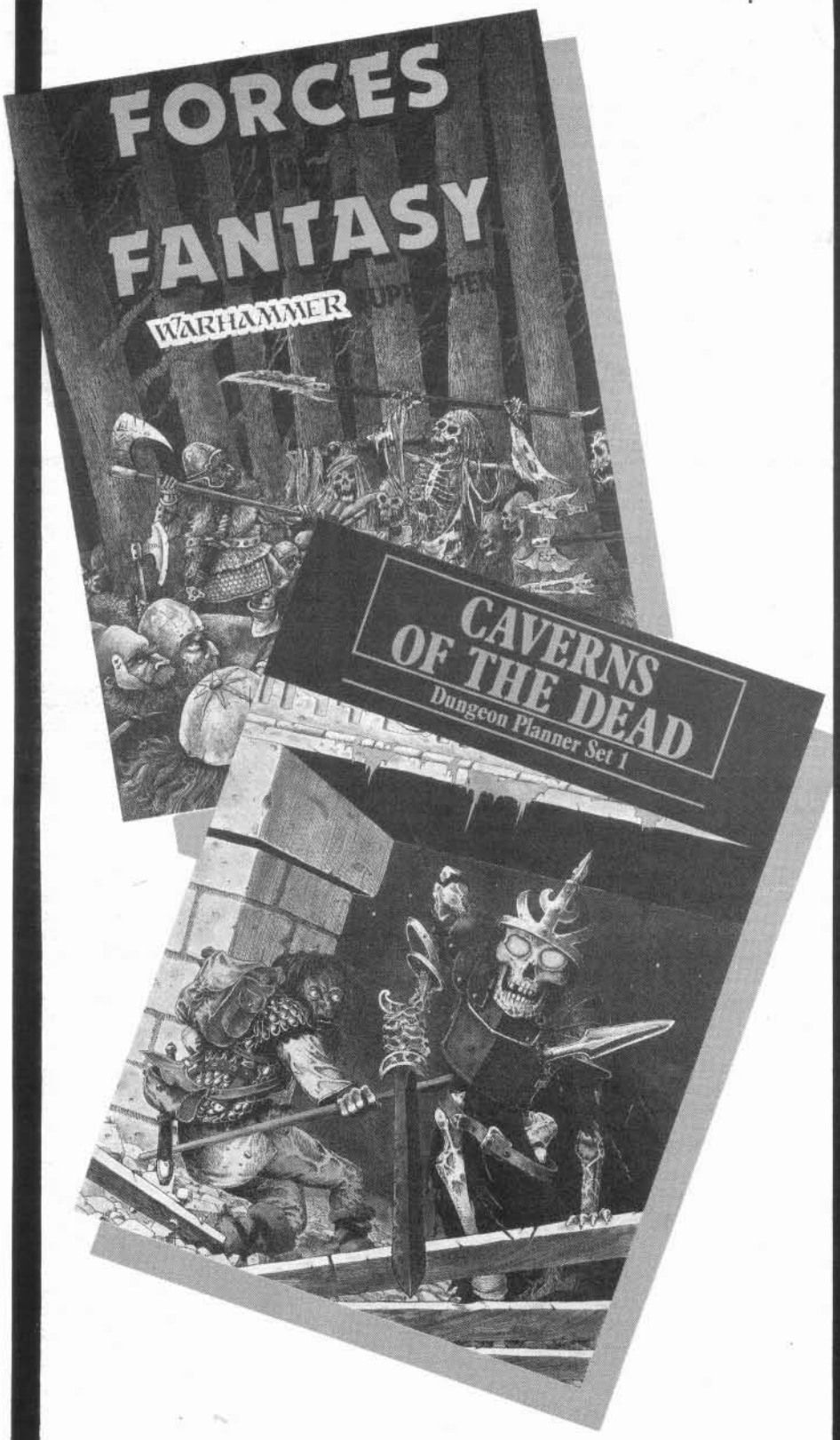
Swap
AD&D DMG (cellophane covered) and *PH* (unsullied) for *RuneQuest* material (preferably *SoloQuests*) or anything else for *RQ*. Offer what you have to J D Almond, 12 Wear Drive, Chelmsford, Essex CM1 5PT.

Polycon '84
SAGA is pleased to announce *The Adventure Continues* with *Polycon '84*, to take place June 22-24, 1984 on the Cal Poly campus in beautiful San Luis Obispo. *Polycon '84* will feature events to satisfy every wargamer and fantasy role-player, with tournaments to include *AD&D, Kingmaker, Ace of Aces, Cosmic Encounter*, the ever popular *Nuke War* and much, much more! Get your memberships early – a bargain at $12.00 before April 21. Also, positions for dealers and games masters are still open. For more information, contact *SAGA*, Box 168, Julian A McPhee, University Union, Cal Poly State University, San Luis Obispo, CA 93410. This is one adventure you won't want to miss!

FRP Basingstoke
GM newly arrived in area seeks other GMs and players, object: Mayhem. Prefers to GM *Traveller*, but can also GM other RPGs, and will play anything. Age 18+ preferred. Regret small children preclude travel. Contact Andy on Hackwood 8937.

CLUBS

MAIDENHEAD, BERKSHIRE
Maidenhead RPG Club
Games: *AD&D, RuneQuest* and others.
Time: Mondays 7.30-10.00pm.
Place: Maidenhead Centre, Castle Hill (Entrance High Town Rd).
Comments: Ages 11+.
Contact: Guy, Maidenhead Centre, Castle Hill, Maidenhead, Berks. Club tel: 0628 31963.



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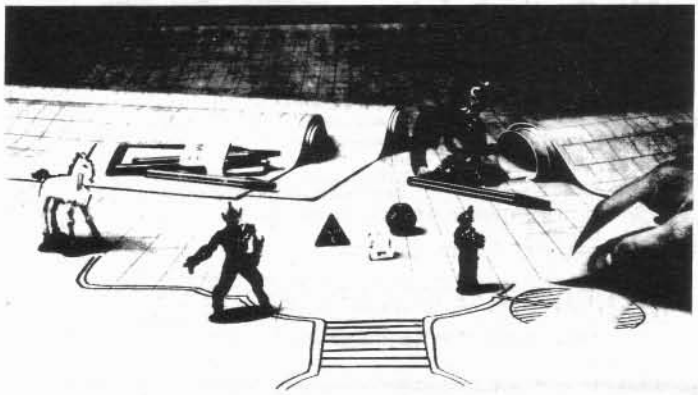

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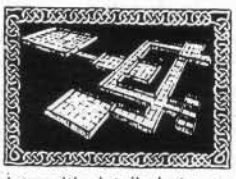

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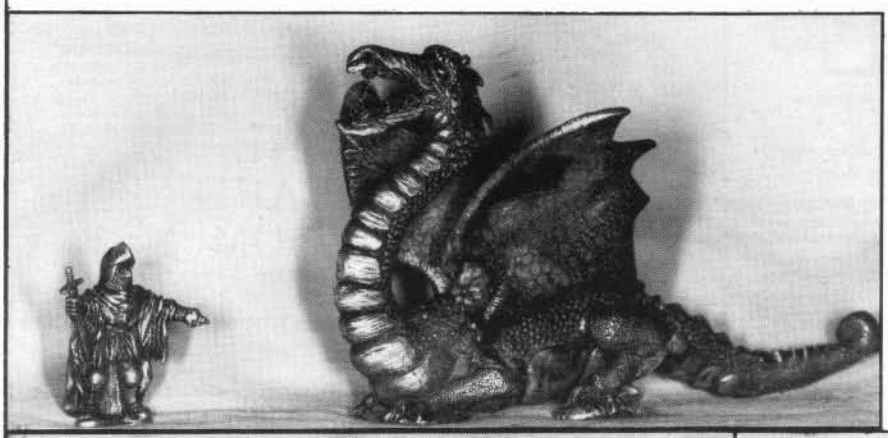

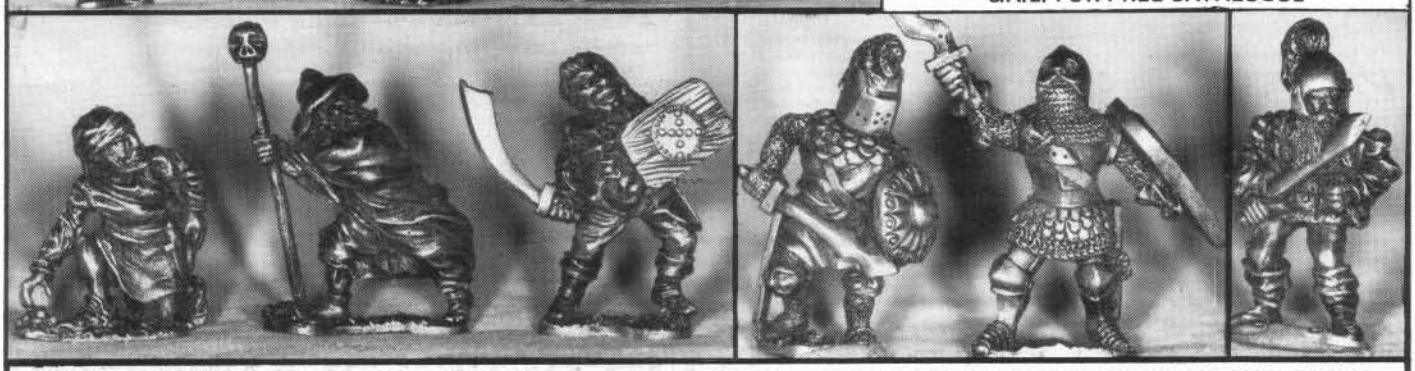

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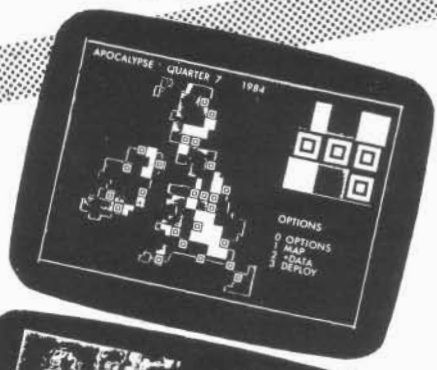

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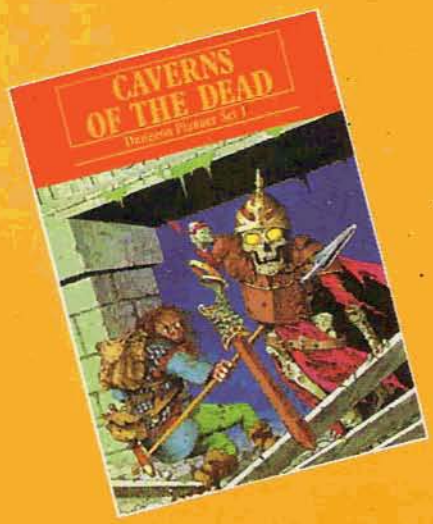

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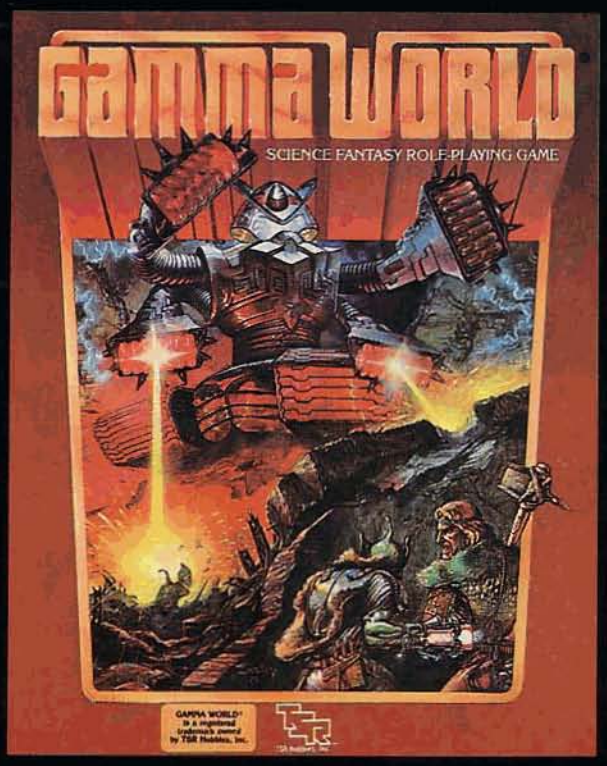

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